
HOMEBREW OF EBERRON
Ian's Campaign Notes and Homebrew Collection
HOMEBREW
When Eberron is at its zenith, 12 candidates of great power will claim a legacy and change the world

EBERRON

The Eclipse of Fate

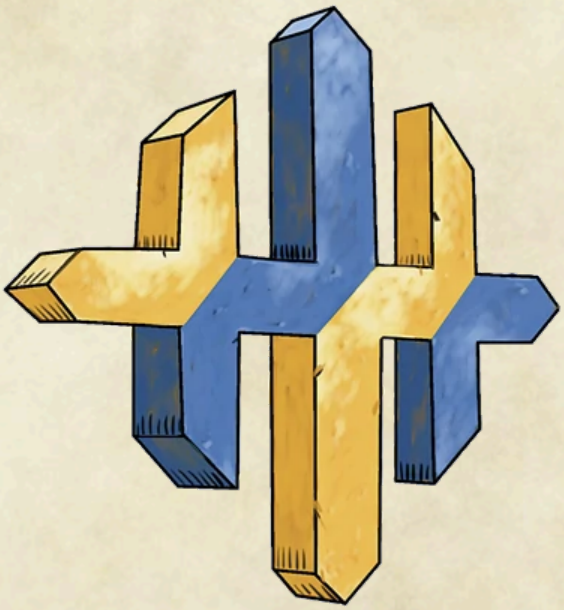


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Sovereign Weapons

Hundreds of thousands of years ago, the overlords that ruled Eberron did battle with a group known as the Sovereign. The lore and myths surrounding the sovereign host and the dark six come from these individuals. Whether these beings were once gods, ancient dragons, or simply adventurers like you, their power can still be found rarely in various ruins, temples, and dungeons scattered across eberron and her planes. Long ago the sovereign each had a weapon, which harnessed and manipulated the aspect of the world they lay claim to. Below, you can read about each Sovereign member, and the weapon they wielded. The energy of these weapons can now be imbued in the items of a chosen few. When you gain access to one of these weapons via a Sovereign Forge, you may spend Spirit Points.





Spirit Points

Spirit Points are the currency with which ancestral weapons are upgraded, and new abilities unlocked. Every upgrade has a cost which is paid for with spirit points that have been handed out by the DM. The higher the spirit point cost, the stronger the ability. A character will earn Spirit Points as they progress, at a rate of roughly 1 per character level - though it is strongly recommended that these points are kept separate from levelling and can be handed out in amounts varying from 1 to 5. A character should never have more than spirit points than their character level plus 2. When spirit points are earned a weapon will glow, pulse or emanate a spectral aura, indicating to the player that their ancestors are rewarding them for their actions. When the weapon receives its 20th spirit point, it also gains an additional 5 spirit points as the weapon unlocks the full power of its ancestors. A sovereign deity may even award additional skills hand chosen for assisting their goals.

Sovereign Forges

These divine forges are left over from when the sovereign's weapons were first formed. If a player finds one, they may utilize it to respec their weapon. This could either mean trading in established upgrades for new ones, or removing initial features of your weapon to recieve more points. If a weapon has predetermiend abilities as it ascends to sovereign status, the DM will establish how many points are being used already. If you've done so already, upon reforging you gain exhaustion equal to the number of times you've reforged. This means on your 6th attempt to reforge it, you will die, and your soul will be absorbed into the weapon.



Tier 1: Level 1+ Upgrades

Duelist (Level 1)

2 Spirit points, melee weapons only, limited

When you are hit by a melee attack you can see, you can use your reaction to add 1 to your AC.

Enhanced Weapon (Level 1)

3 Spirit points, limited

You have a +1 bonus to attack and damage rolls made with this weapon.

Infusion (Level 1)

5 Spirit points, limited When you select this upgrade, choose a damage type from: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, and thunder. Your weapon attacks from this weapon deal an additional d6 damage of that type.

Magus (Level 1)

5 Spirit points, limited

Whilst holding this weapon you have a +1 bonus to spell attack rolls and a +1 bonus to AC

Magical Core (Level 1)

2 Spirit points, limited

When you select this upgrade, choose any cantrip. You can use an action to cast this cantrip from the weapon. You can use this ability twice per long rest. The spell attack bonus of this spell is +4, and the spell save DC is 12.

Slayer (Level 1)

5 Spirit points, limited

When you select this upgrade, choose an enemy type from, beasts, fey, humanoids, monstrosities, or undead. Your weapon attacks from this weapon deal 2d6 additional damage to all creatures of this type.

Spell Link (Level 1)

2 Spirit points, spellcasters only, limited

You gain an additional level 1 spell slot. This spell slot is refreshed on a long rest.

Spell Storing (Level 1)

2 Spirit points, limited

When you select this upgrade, choose any level 1 spell. You can use an action to cast this spell from the weapon. You must complete a long rest before you can use this ability again. The spell attack bonus of this spell is +4, and the spell save difficulty is 12.

Spell Storing (Level 2)

4 Spirit points, limited

When you select this upgrade, choose any level 2 spell. You can use an action to cast this spell from the weapon. You must complete a long rest before you can use this ability again. The spell attack bonus of this spell is +4, and the spell save difficulty is 12.

Bully

1 Spirit point

You gain advantage on Charisma (Intimidation) checks when the target can see you and you are holding this weapon.

Charmward

1 Spirit point

You have advantage on saving throws against the charmed condition.

Darkvision

3 Spirit points

You have darkvision out to a range of 60 feet. If you already have darkvision, increase the range by 60 feet.

Deathward

1 Spirit point

You have advantage on death saving throws.

Fearward

1 Spirit point

You have advantage on saving throws against the frightened condition.

Focus

2 Spirit points, spellcasters only

This weapon counts as a spellcasting focus.

Giant-Bane

4 Spirit points

You weapon attacks deal an additional d6 damage to creatures of large size or larger.

Gripped

1 Spirit points

You cannot be made to drop this weapon against your will.

Guiding

1 Spirit point

The weapon sheds bright light in a 15-foot radius, and dim light for an additional 15-foot. When you select this upgrade, you choose the color of the light.

Hidden

2 Spirit points

You can use an action to speak this weapon's command word, the weapon appears as an diffferent item of a similar size until you speak the command word again to end this effect. The weapon retains all abilities during this time, and if a creature uses its action to examine the item, the creature can determine that it is an illusion with a successful DC 12 Intelligence (Investigation) check. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Hinge-Bane

1 Spirit point, melee weapons only

You deal maximum damage against inanimate objects with attacks made from this weapon.

Indomitable (Level 1)

1 Spirit point

When you are reduced to 0 hit points, you can immediately make an attack with this weapon before you fall unconscious.

Jarring (Level 1)

2 Spirit points

Any enemy that suffers damage from a weapon attack made by this weapon cannot make attacks of opportunity against you until the beginning of your next turn.

Marksman

3 Spirit points, ranged weapon only

This weapon does not require physical ammo, upon readying this weapon a spectral arrow or bolt is notched that acts as magical ammo of its normal type.

Overpower (Brawler)

2 Spirit points

If the d20 roll for an attack made with this weapon is a 19 or 20, you can force a creature that suffers damage from this weapon to make a DC 14 Strength saving throw, in addition to any damage caused. On a failed save, it is knocked prone.

Overpower (Brutish)

1 Spirit point

If the d20 roll for an attack made with this weapon is a 19 or 20, you can force a creature that suffers damage from this weapon to make a DC 14 Strength saving throw, in addition to any damage caused. On a failed save, it is shoved 10 feet in a direction of your choice.

Overpower (Dread)

2 Spirit points

If the d20 roll for an attack made with this weapon is a 19 or 20, you can force a creature that suffers damage from this weapon to make a DC 14 Wisdom saving throw, in addition to any damage caused. On a failed save, it is frightened of you for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on it on a success.

Overpower (Disarming)

2 Spirit points

If the d20 roll for an attack made with this weapon is a 19 or 20, you can force a creature that suffers damage from this weapon to make a DC 14 Strength saving throw, in addition to any damage caused. On a failed save, you can target one item the creature is holding, it drops that item. If it is holding the item in two or more hands, it has advantage on this check.

Overpower (Hamstring)

1 Spirit point

If the d20 roll for an attack made with this weapon is a 19 or 20, you can force a creature that suffers damage from this weapon to make a DC 14 Dexterity saving throw, in addition to any damage caused. On a failed save, its movement speed is halved until your next turn.

Overpower (Poisonous)

2 Spirit points

If the d20 roll for an attack made with this weapon is a 19 or 20, you can force a creature that suffers damage from this weapon to make a DC14 Constitution saving throw, in addition to any damage caused. On a failed save, it gains the poisoned condition. A creature can repeat the saving throw at the end of each of its turns, ending the effect on it on a success.

Poisonward

1 Spirit point

You have advantage on saving throws against the poisoned condition.

Proficient (Level 1)

2 Spirit points

You gain proficiency in a skill of your choice.

Quick

1 Spirit point

You have advantage on initiative rolls.

Ritualist

1 Spirit point

The time to ritual cast spells is halved whilst this weapon is in your possession.

Shadowed

1 Spirit point

When in cover, you count the cover as being one degree higher than it is, for example ½ cover counts as ¾ cover.

Unflinching

1 Spirit point

Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

Willing

1 Spirit point

You can add 1d4 to a skill check, you may use this ability after rolling the check, but before you know if it was successful. You must declare you are using this feature before you make the roll, and you must complete a long rest before you can use this ability again.







Tier 2: Level 5+ Upgrades

Amplify (Level 1)

5 Spirit points, limited

You gain +1 to an ability score of your choice, to a maximum of 20.

Duelist (Level 2)

4 Spirit points, melee weapons only, limited

When you are hit by a melee attack you can see, you can use your reaction to add 2 to your AC.

Enhanced Weapon (Level 2)

6 Spirit points, limited

You have a +2 bonus to attack and damage rolls made with this weapon.

Guardian (Level 1)

4 Spirit points, limited

You gain proficiency in a saving throw of your choice.

Keen (Level 1)

4 Spirit points, limited

The weapon causes a critical hit when the d20 roll for an attack made with this weapon is a 19 or 20.

Magical Core (Level 2)

4 Spirit points, limited

When you select this upgrade, choose any cantrip. You can use an action to cast this cantrip from the weapon. You can use this ability at will. The spell attack bonus of this spell is +4, and the spell save DC is 14.

Spell Link (Level 2)

4 Spirit points, spellcasters only, limited

You gain an additional level 2 spell slot. This spell slot is refreshed on a long rest.

Spell Storing (Level 3)

6 Spirit points, limited

When you select this upgrade, choose any level 3 spell. You can use an action to cast this spell from the weapon. You must complete a long rest before you can use this ability again. The spell attack bonus of this spell is +6, and the spell save difficulty is 14.

Stern

4 Spirit points, requires weapon with the heavy trait

At the beginning of your turn, you can declare you are using this ability. Until the beginning of your next turn, you gain a +2 bonus to your AC, and your movement speed is reduced to 0. You cannot take any reactions whilst this ability is in effect.

Barbaric

2 Spirit points

When you reduce a creature to 0 hit points with this weapon, you gain advantage on your next attack.

Battlemage

4 Spirit points, spellcasters only

When you cast a spell, you can use your bonus action to make an attack with this weapon.

Blindside (Level 1)

4 Spirit points, rogues only

You increase the damage of your sneak attacks made by this weapon by d6.

Bolstering

2 Spirit points

When you are the target of a spell that causes you to regain hit points, you regain additional hit points equal to your Constitution modifier.

Challenge

4 Spirit points, barbarians only

When you use the reckless attack feature nominate one creature you can see, that creature does not gain advantage against you from that feature until the start of your next turn.

Charged Smite (Level 1)

2 Spirit points, paladins only

When you deal damage with the divine smite feature, you deal an additional d8 radiant damage.

Distracting (Level 1)

2 Spirit points, ranged weapons only

You can use an action to make an attack with this weapon, after you do so you can move up to half your speed. This movement doesn't provoke opportunity attacks.

Divine Grace

2 Spirit points, clerics only

You can spend 10 minutes concentrating on this weapon to commune with your deity. Over the next 24 hours you can reroll any one dice of your choosing, though you must take the second result. After you have used this reroll, you must complete a short or long rest before you can commune with your deity again to gain this benefit.

Divine Touch

4 Spirit points, clerics, druids, or paladins only

The first time each turn you deal melee damage with this weapon, an ally within 5 foot regains d4 hit points.

Doomerang

3 Spirit points

The weapon gains the thrown trait. When used this way it flies back to your hand at the end of your turn via the most direct route. Any creature in its path must make DC 10 Dexterity saving throw, suffering d6 damage of the weapon's type on a failed save.

En Guard

3 Spirit points, fighters only

When you or an ally within 5ft is the target of an attack you can see, you can use your reaction for one of the following benefits:

- +5 bonus AC to the target for the duration of the attack.
- After the attack you may move up to your speed. This movement doesn't provoke opportunity attacks
- Make a melee weapon attack against the attacking creature.
- Gain advantage against the attacking creature until the end of your next turn.

You must complete a short or long rest before you can use this ability again.

Eye Of The Storm

5 Spirit points, monks only

You can use an action to restore ki points equal to half your monk level, rounded down. You must complete a long rest before you can use this ability again.

Guard

4 Spirit points, melee weapon only

You can use your reaction to impose disadvantage on a weapon attack you can see that is targeting an ally within 5ft.

Hunter's Watch

3 Spirit points, rangers only

You may use your reaction to make an attack of opportunity against a creature moving within 30 feet of you. A creature hit by this attack must make a DC 14 Dexterity saving throw, in addition to any damage caused. On a failed save, its movement is reduced to 0. You must complete a short or long rest before you can use this ability again.

Jarring (Level 2)

4 Spirit points

Any enemy that you make a weapon attack against with this weapon cannot make attacks of opportunity against you until the beginning of your next turn.

Mobile (Level 1)

3 Spirit points

Your base movement speed is increased by 5 feet.

Precise (Level 1)

*2 Spirit points**

You can reroll damage results of 1 from this weapon, you must accept the second result.

Proficient (Level 2)

4 Spirit points

You gain proficiency in 2 skills of your choice.

Piercing (Level 1)

3 Spirit points

You have +2 on attack rolls against enemies with shields.

Power Of The Ancestors

4 Spirit points, sorcerers only

Once per day when you expend sorcery points, you instead do not expend any.

Quickshot

4 Spirit points, ranged weapon only

The first time you hit with an attack on your turn, gain advantage on your next attack with this weapon until the end of your turn.

Rampaging

3 Spirit points, melee weapon only

You have advantage on attacks with this weapon if you began your turn over 20 foot away from the target.

Reckless

4 Spirit points

When you have advantage on attacks made with this weapon, you can reroll your damage dice. You must accept the second result.

Reverberation

5 Spirit points, bards only

When you make an attack with this weapon, you can expend a bardic inspiration to instill a tale into your attack. If a creature takes damage from this attack it must make a Wisdom saving throw against your spell DC. On a failed roll, the creature is frightened of, or charmed by you, (your choice) for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on it on a success.

Scout

2 Spirit points

You have advantage on attacks with this weapon in the first round of combat.

Sniping

3 Spirit points, requires a ranged weapon

When making attacks with this weapon, your target's cover counts as being one degree lower than it is. For example ¾ cover counts as ½ cover. This has no effect against creatures not in cover.

Spellhunter

5 Spirit points

Attacks with this weapon deal an additional 2d6 psychic damage versus spellcasters.

Sprightly

2 Spirit points

You can use your bonus action to gain advantage on your next attack roll, if the attack hits you must complete a short or long rest before you can use this ability again.

Telepathic Link

3 Spirit points

The weapon gifts you the ability to communicate telepathically with any creature you are familiar with within 60 feet, that you can see.

Transforming

2 Spirit points

You can use an action to turn this weapon into a mundane version of itself, during this period it cannot be seen by the detect magic spell or similar, and loses all abilities. You can use an action to speak the weapon's command word, restoring it to its magical form.

Transposed

2 Spirit points

You can use your bonus action to summon or dismiss this weapon to/from a pocket dimension.

Underhanded

2 Spirit points

You can use your reaction to cause a melee attack targeting you, or an ally within 5 foot, to be made at disadvantage. If this attack misses, you must complete a short or long rest before you can use this ability again.

Vicious (Level 1)

2 Spirit points

If the d20 roll for an attack made with this weapon is a 20, your critical hit deals an extra 2d6 damage of the weapon's type.

Wild Spell

3 Spirit points, druids only

When you use your wild shape feature you can expend a spell slot of the relevant level to ready a spell. Once during your transformation, you can use an action to cast that spell.



Tier 3: Level 10+ Upgrades

Duelist (Level 3)

6 Spirit points, melee weapons only, limited

When you are hit by a melee attack you can see, you can use your reaction to add 3 to your AC.

Enhanced Weapon (Level 3)

10 Spirit points, limited

You have a +3 bonus to attack and damage rolls made with this weapon. Flying 6 Spirit points, limited You gain a flying speed equal to your movement speed.

Infusion (Level 2)

10 Spirit points, limited

When you select this upgrade, choose an damage type from acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, and thunder. Your weapon attacks from this weapon deal an additional 2d6 damage of that type.

Magical Core (Level 3)

6 Spirit points, limited

When you select this upgrade, choose any level 1 spell. You can use an action to cast this spell from the weapon. You can use this ability twice per long rest. The spell attack bonus of this spell is +8, and the spell save DC is 16.

Magus (Level 2)

8 Spirit points, limited

Whilst holding this weapon you have a +2 bonus to spell attack rolls and a +2 bonus to AC.

Spell Storing (Level 4)

8 Spirit points, limited

When you select this upgrade, choose any level 4 spell. You can use an action to cast this spell from the weapon. You must complete a short or long rest before you can use this ability again. The spell attack bonus of this spell is +8, and the spell save difficulty is 16.

Spell Link (Level 3)

6 Spirit points, spellcasters only, limited

You gain an additional level 3 spell slot. This spell slot is refreshed on a long rest.

Blindside (Level 2)

8 Spirit points, rogues only

You increase the damage of your sneak attacks made by this weapon by 2d6.

Blood-Drinker (Level 1)

5 Spirit points

If the d20 roll for an attack made with this weapon is a 19 or 20, you gain temporary hit points equal to half the damage dealt by this weapon, rounded down.

Brawn

3 Spirit points

You cannot be knocked prone, and have advantage on grapple checks.

Charged Smite (Level 2)

4 Spirit points, paladins only

When you deal damage with the divine smite feature, you deal an additional 2d8 radiant damage.

Distracting (Level 2)

4 Spirit points, ranged weapons only

You can use an action to make an attack with this weapon, before you do so you can move up to half your speed. This movement doesn't provoke opportunity attacks.

Elemental Manipulation

5 Spirit points

When you cast a spell with a spell slot that deals acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage, you can substitute that damage type with one other type from that list (you can change only one damage type per casting of a spell).

Elemental Resistance

4 Spirit points When you select this upgrade, choose an damage type from, fire, cold, lightning, radiant, thunder, necrotic, force, psychic, or poison. You gain resistance to damage of this type.

Focused

4 Spirit points

When you select this upgrade, pick an ability score. A creature that suffers damage from this weapon suffers disadvantage on saves relating to this ability score until your next turn.

Hardy

3 Spirit points

You can use an action to spend up to half your hit dice, recovering that much health. You must complete a long rest before you can use this ability again.

Indomitable (Level 2)

3 Spirit points

When you are reduced to 0 hit points, you can immediately take the Attack action using this weapon before you fall unconscious.

Lashing

4 Spirit points

When you make an opportunity attack you may make an additional attack with this weapon, you do not add your ability modifier to the damage of this attack.

Nemesis

4 Spirit points

You can nominate a Nemesis for this weapon by spending 10 minutes in concentration, thinking of a target creature you are familiar with. Attacks from this weapon deal an additional 2d8 psychic damage against the target. You cannot change the Nemesis, or select a new one if the target is dead, until 1 week has passed.

Rapid Strike

4 Spirit points, melee weapon; 6 Spirit points, ranged weapon

When you make an attack with this weapon you can use your bonus action to make an additional attack against a different creature within range. You do not add your ability modifier to the damage of this attack.

Proficient (Level 3)

6 Spirit points

You gain proficiency in 3 skills of your choice.

Shimmering

4 Spirit points

Ranged weapon attacks against you have disadvantage whilst you are within 5 feet of another creature.

Spelleater

3 Spirit points

After a creature casts a spell whilst within 5 foot, you can spend your reaction to make an attack of opportunity against that creature.

Spellhunter

5 Spirit points

Concentration checks caused by this weapon are at made at disadvantage.

Sustaining

3 Spirit points

You do not need to eat, drink, or sleep whilst this weapon is in your possession.

Tracking

2 Spirit points

You can use an action to learn the exact direction of a creature who has taken damage from this weapon. This will only work against creatures who were damaged in the last week, whilst they are within 10 miles.

Will (Level 1)

3 Spirit points

You can re-roll a failed concentration check. You must complete a long rest before you can use this ability again.



Tier 4: Level 15+ Upgrades

Amplify (Level 2)

10 Spirit points, limited

You gain +2 to an ability score of your choice, to a maximum of 20.

Guardian (Level 2)

7 Spirit points, limited

You gain proficiency on a saving throw of your choice. If you can see the source of the effect, you also gain advantage on these saving throws.

Magical Core (Level 4)

8 Spirit points, limited

When you select this upgrade, choose any level 1 spell. You can use an action to cast this spell from the weapon. You can use this ability at will. The spell attack bonus of this spell is +8, and the spell save DC is 16.

Slayer (Level 2)

10 Spirit points, limited

When you select this upgrade, choose an enemy type from, beasts, fey, humanoids, monstrosities, or undead. Your weapon attacks from this weapon deal 4d6 additional damage to all creatures of this type.

Spell Storing (Level 4)

10 Spirit points, limited

When you select this upgrade, choose any level 5 spell. You can use an action to cast this spell from the weapon. You must complete a long rest before you can use this ability again. The spell attack bonus of this spell is +8, and the spell save difficulty is 16.

Spell Link (Level 4)

8 Spirit points, spellcasters only, limited

You gain an additional level 4 spell slot. This spell slot is refreshed on a long rest.

Truesight

10 Spirit points, limited

You have truesight when holding this weapon.



Beacon

5 Spirit points

You can use an action to plant this weapon in the ground. For the next 1 minute, whilst your weapon remains planted, the weapon glows with a divine light, shining bright light in a 30-foot radius, and dim light for an additional 30-foot. All allies within 15 feet gain a +1 bonus to their AC, and their attacks deal d6 additional force damage. Any ally that can draw line of sight to the weapon can take a bonus action to move up to half their movement towards the weapon. This movement doesn't provoke opportunity attacks. You must complete a short or long rest before you can use this ability again.

Blood-Drinker (Level 2)

7 Spirit points

If the d20 roll for an attack made with this weapon is a 19 or 20, you temporary hit points equal to the damage dealt.

Dancing

5 Spirit points, melee weapon only

You use an action to speak the command word allowing this weapon to attack independently for 1 minute. For this duration, the weapon floats in the air and fights independently of you. You may use a bonus action to move the weapon up to 20 feet and make a melee attack as though you were holding it, and you may use your reaction to allow the weapon to make an opportunity attack from the weapon's location, following the normal attack of opportunity rules. You must complete a short or long rest before you can use this ability again.

Homing

5 Spirit points, ranged weapons only

You may attack creatures within range even if you cannot draw line of sight. These attacks are made at disadvantage. Any creature targeted this way counts as being in ¾ cover.

Keen (Level 2)

10 Spirit points, limited

The weapon causes a critical hit when the d20 roll for an attack made with this weapon is a 18, 19 or 20.

Mentor

3 Spirit points, spellcasters only

You can cast any spell you know, even one that is not prepared, by expending a spell slot of the highest level available to you. You must complete a long rest before you can use this ability again.

Mobile (Level 2)

7 Spirit points

Youe base movement speed is increased by 10 feet.

Piercing (Level 2)

5 Spirit points

You have +4 on attack rolls against enemies with shields.

Power Surge

5 Spirit points

Once per day you can use a spell slot to cast a spell you know of up to 2 levels higher than that of the spell slot.

Precise (Level 2)

6 Spirit points

You can reroll damage results from this weapon, you must accept the second result.

Proficient (Level 4)

4 Spirit points

You gain proficiency in 4 skills of your choice.

Protective

3 Spirit points

You can make a saving throw at advantage, you must complete a short or long rest before you can use this ability again.

Rallying

4 Spirit points

You can use an action to raise this weapon in the air and let out a war cry bolstering your allies. For the next minute your weapon lets of a shining radiance, all allies within 30 feet gain advantage on Wisdom saving throws and are immune to the frightened condition. Any ally moving directly towards you during this time can increase their movement speed by 10 feet. You must complete a short or long rest before you can use this ability again.

Spectral Reach

5 Spirit points

Increase the range of this weapon by 5 feet for 1 minute. For the duration, the weapon inflicts an additional d4 damage. You must complete a short or long rest before you can use this ability again.

Venomous

7 Spirit points

Each creature damaged by this weapon must succeed on a DC15 Constitution save or suffer 2d6 poison damage at the start of their round for 1 minute. If the creatures saving throw is successful they are immune to this effect for the next 24 hours.

Vicious (Level 2)

4 Spirit points

If the d20 roll for an attack made with this weapon is a 20, your critical hit deals an extra 4d6 damage of the weapon's type.

Will (Level 2)

5 Spirit points, spellcasters only

When you fail a concentration check, you can choose to pass instead. You must complete a long rest before you can use this ability again.

Whirlwind

5 Spirit points

You can use your action to perform a melee attack against each creature within 5 feet.





Siberys Dragonmarks

The thirteen true dragonmarks are tied to bloodlines. By the rules provided in Eberron: Rising from the Last War, a dragonmark must be selected during character creation. A dragonmark provides a basic set of abilities, gives you access to that subrace's or variant race's Spells of the Mark feature if you are a spellcaster, and allows you to make use of dragonmark focus items associated with your mark.

Rarely, a dragonmarked character develops power that surpasses that of other dragonmarked heirs—a fighter with the Mark of Passage could teleport even though they have no other spellcasting ability, and a Ghallanda innkeeper could summon a magnificent mansion. These rarest and most powerful of dragonmarks are known as Siberys dragonmarks. They are larger and have a far more complex pattern than do other dragonmarks. Typically, a Siberys dragonmark evolves from an existing mark, following a dire situation in which the bearer performs a remarkable feat related to the abilities of their developing mark. However, on even rarer occasion, someone spontaneously manifests a massive, powerful dragonmark despite having never possessed a lesser one.

Regardless of whether they manifest on a dragonmarked heir or an unknown foundling, the dragonmarked houses value heirs with Siberys dragonmarks. A character who displays such a mark is treated with more respect by other members of the house, but the barons and seneschals may also place greater demands on them. So a Siberys dragonmark is a blessing, but it can also be a burden. The manifestation of a Siberys dragonmark—especially one appearing spontaneously on an unmarked character—can be a sign that the bearer has an important role in the Draconic Prophecy, as well as a warning that dragons, fiends, and other powerful forces may try to manipulate or harm the character.

Previously Marked Characters

For a character that already possesses a true dragonmark (using a dragonmarked subrace or variant race from Eberron: Rising from the Last War), the DM can award them the supernatural gift of an evolving Siberys dragonmark. Characters can only develop the Siberys dragonmark associated with their existing mark; if they are a human with the Mark of Passage, they can't develop the Siberys Mark of Making. Previously dragonmarked characters that develop a Siberys dragonmark gain the benefits associated with the corresponding mark

Unmarked Characters

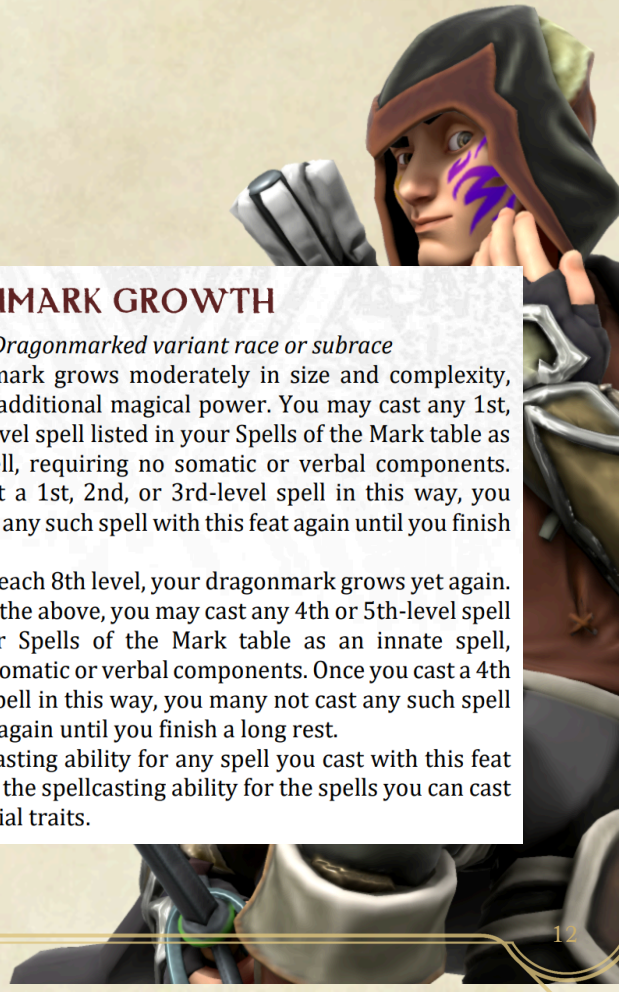
For a character that doesn't possess a bloodline related to one of the 13 houses, more... unconventional means of acquisition can be used. Acquiring the blood needed for one of these marks is a ritual in itself. These rituals require 3 things

Moon: The Eclipse of an associated moon, which has passed no longer than 5 years from today

House Member: A worthy sacrifice, that being a member of the dragonmarked house who has unlocked all powers of a standard dragonmark. (this means that not every average person from a house will qualify)

Dagger: A lunar dagger. Lunar daggers are rare magic items crafted out of the material of one of the 13 moons.

Having all of these conditions met, the sacrifice can be killed using the lunar dagger. The mark will be transferred onto the person who killed them, and you will gain their powers. Below are summaries of what each dragonmark is capable of.



Dragonmark Growth

Prerequisite: Dragonmarked variant race or subrace

Your dragonmark grows moderately in size and complexity, granting you additional magical power. You may cast any 1st, 2nd, or 3rd-level spell listed in your Spells of the Mark table as an innate spell, requiring no somatic or verbal components. Once you cast a 1st, 2nd, or 3rd-level spell in this way, you many not cast any such spell with this feat again until you finish a long rest.

When you reach 8th level, your dragonmark grows yet again. In addition to the above, you may cast any 4th or 5th-level spell listed in your Spells of the Mark table as an innate spell, requiring no somatic or verbal components. Once you cast a 4th or 5th-level spell in this way, you many not cast any such spell with this feat again until you finish a long rest.

Your spellcasting ability for any spell you cast with this feat is the same as the spellcasting ability for the spells you can cast from your racial traits.

Dragonmark: Sentinel

House: Deneith
Associated Moon: Olarune
Associated Plane: Lamania
Skill: Perception
1/Day Spell: Death Ward, Circle of Power

1st	*compelled duel, shield of faith*
2nd	*warding bond, zone of truth*
3rd	*counterspell, protection from energy*
4th	*death ward, guardian of faith*
5th	*Bigby's hand*

Dragonmark: Healing

House: Jorasco
Associated Moon: Therendor
Associated Plane: Syrania
Skill: Medicine
1/Day Spell: Mass Cure Wounds (6th)

1st	*cure wounds, healing word*
2nd	*lesser restoration, prayer of healing*
3rd	*aura of vitality, mass healing word*
4th	*aura of purity, aura of life*
5th	*greater restoration*

Dragonmark: Handling

House: Vadalis
Associated Moon: Dravago
Associated Plane: Risia
Skill: Animal Handling
1/Day Spell: Dominate Beast (6th)

1st	*animal friendship, speak with animals*
2nd	*beast sense, calm emotions*
3rd	*beacon of hope, conjure animals*
4th	*aura of life, dominate beast*
5th	*awaken*

Dragonmark: Making

House: Cannith
Associated Moon: Ehyre
Associated Plane: Fernia
Skill: Artisan's Tools
1/Day Spell: Fabricate, Creation

1st	*identify, Tenser's floating disk*
2nd	*continual flame, magic weapon*
3rd	*conjure barrage, elemental weapon*
4th	*fabricate, stone shape*
5th	*creation*

Dragonmark: Hospitality

House: Ghallanda
Associated Moon: Nymm
Associated Plane: Daanvi
Skill: Persuasion
1/Day Spell: Magnificent Mansion

1st	*goodberry, sleep*
2nd	*aid, calm emotions*
3rd	*create food and water, Leomund's tiny hut*
4th	*aura of purity, Mordenkainen's private sanctum*
5th	*hallow*

Dragonmark: Detection

House: Mendani
Associated Moon: Lharvion
Associated Plane: Xoriat
Skill: Investigation
1/Day Spell: True Seeing

1st	*detect evil and good, detect poison and disease*
2nd	*detect thoughts, find traps*
3rd	*clairvoyance, nondetection*
4th	*arcane eye, divination*
5th	*legend lore*



Mark of Sentinel



Mark of Healing



Mark of Handling



Mark of Making



Mark of Hospitality



Mark of Detection

Dragonmark: Finding

House: Tharashk
Associated Moon: Barrakas
Associated Plane: Irian
Skill: Perception
1/Day Spell: Commune With Nature, Find the Path

1st	*faerie fire, longstrider*
2nd	*locate animals or plants, locate object*
3rd	*clairvoyance, speak with plants*
4th	*divination, locate creature*
5th	*commune with nature*

Dragonmark: Shadow

House: Phiarlan
Associated Moon: Sypherous
Associated Plane: Mabar
Skill: Stealth
1/Day Spell: Mislead, Scrying (No limits)

1st	*disguise self, silent image*
2nd	*darkness, pass without trace*
3rd	*clairvoyance, major image*
4th	*greater invisibility, hallucinatory terrain*
5th	*mislead*

Dragonmark: Scribing

House: Sivis
Associated Moon: Rhaan
Associated Plane: Thelanis
Skill: Insight, Calligraphers Supplies, Forgery Kit
1/Day Spell: Telepathic Bond

1st	*comprehend languages, illusory script*
2nd	*animal messenger, silence*
3rd	*sending, tongues*
4th	*arcane eye, confusion*
5th	*dream*

Dragonmark: Storm

House: Lyrander
Associated Moon: Zarantyr
Associated Plane: Kythri
Skill: Acrobatics
1/Day Spell: Control Water, Control Wind

1st	*feather fall, fog cloud*
2nd	*gust of wind, levitate*
3rd	*sleet storm, wind wall*
4th	*conjure minor elemental, control water*
5th	*conjure elemental*

Dragonmark: Passage

House: Orien
Associated Moon: Aryth
Associated Plane: Dollurh
Skill: Acrobatics
1/Day Spell: Teleportation Circle, Dimension Door

1st	*expeditious retreat, jump*
2nd	*misty step, pass without trace*
3rd	*blink, phantom steed*
4th	*dimension door, freedom of movement*
5th	*teleportation circle*

Dragonmark: Warding

House: Kundarak
Associated Moon: Vult
Associated Plane: Shavarath
Skill: Investigation, Thieves Tools
1/Day Spell: Private Sanctum, Forbiddence

1st	*feather fall, fog cloud*
2nd	*gust of wind, levitate*
3rd	*sleet storm, wind wall*
4th	*conjure minor elemental, control water*
5th	*conjure elemental*



Mark of Finding



Mark of Shadow



Mark of Scribing



Mark of Storm



Mark of Passage



Mark of Warding

Planar Travel

Lamania

Lamannia is a reflection of the natural world, intensified and exaggerated. The air is pure and clean, the water fresh and clear. Colors are impossibly vivid. It's suffused with life—a realm in which any stone could be an earth elemental, where any tree could be awakened. Vegetation is nearly always in bloom, and beasts are almost always in the peak of health. Except for a few layers such as the Rot, Lamannia reflects the ideal state of the natural world. Here are some of the plane's consistent properties.

Extended Druidic Magic.

When a creature casts a druid spell with a duration of 1 minute or longer while in Lamannia, the duration is doubled. Spells with a duration of 24 hours or more are unaffected. A DM could decide to extend this effect to other characters that draw on primal sources of magic, such as a Gatekeeper ranger or a Greensinger bard.

Indomitable Beasts.

Beasts and elementals have a +2 bonus to Constitution and advantage on Wisdom, Intelligence, and Charisma saving throws. Upon its arrival in Lamannia, any elemental or beast that's charmed or bound in any way is immediately freed from that effect; this can be disastrous for an elemental airship that's thrown into the plane.

Elemental Power.

When a creature casts a spell that summons or conjures an elemental, it does so as if the spell were cast at a level one higher than the spell slot that was expended. The Land Provides. A creature has advantage on Wisdom (Survival) checks made to forage for food or shelter. In most layers of Lamannia, the vegetation is bountiful and the land sustaining. (While in the Broken Land, it may be very difficult to forage, but you'll at least have advantage to help you with the roll!)

Primordial Matter.

It's difficult to destroy or contaminate the matter of Lamannia. All nonmagical food and drink is purified and rendered free of poison and disease. In addition, natural materials such as wood and stone are tougher than their mundane counterparts. When trying to destroy objects made of Lamannian materials, increase the Armor Class suggested in chapter 8 of the Dungeon Master's Guide by 3, and double the hit points of the object. Standard Time. Time passes at the same pace as on the Material Plane, and is consistent across its layers.





Syrania

Syrania encourages communication and negotiation, and grants all creatures the gift of flight. The Open Sky of Syrania is an endless void, and without flight, you could fall indefinitely; fortunately, all creatures find that they can move through the air just as naturally as walking.

Unburdened.

A creature gains a flying speed equal to its walking speed, unless it already has a flying speed greater than or equal to its walking speed, in which case that speed increases by 10 feet.

Gentle Thoughts.

A creature has advantage on Charisma (Persuasion) checks and disadvantage on Charisma (Intimidation) checks.

Standard Time.

Time passes at the same pace as on the Material Plane, and is consistent across its layers.

Universal Understanding.



Risia

Risia is bitterly cold, and unprotected creatures quickly succumb to the deadly temperatures. Here are a few of the consistent properties of the plane.

Lethal Cold.

A creature exposed to the cold of Risia must succeed on a DC 10 Constitution saving throw every 10 minutes or gain one level of exhaustion. A creature with resistance or immunity to cold damage automatically succeeds on this saving throw, as does a creature naturally adapted to cold climates or one wearing appropriate protective gear. In addition, all creatures have resistance to fire damage, and a creature that's usually resistant to fire damage becomes immune to it.

Empowered Ice.

When a creature casts a spell of 1st level or higher, if it deals cold damage, it does so as if cast at a level one higher than the spell slot that was expended.



Preservation.

A creature with 0 hit points becomes stable at the end of its turn, entering a state of suspended animation. If an unconscious creature remains in contact with the ground for more than 1 minute, it's drawn below the surface and encased in an ice-encrusted stasis. While encased in this way, time ceases to flow for the creature and it doesn't grow older.

Stagnation.

When a creature finishes a long rest, it doesn't regain hit points or reduce its exhaustion level. However, it does recover Hit Dice normally and can spend them to regain hit points.

Stillness of Flesh.

Time passes at the same pace as on the Material Plane, and is consistent across its layers. However, the passage of time has no effect on a mortal creature's body, and creatures don't age or grow while in Risia. Exhaustion, starvation, and disease merely reduce a creature to 0 hit points, and don't immediately kill it. Dwarves are immune to this property's effects, and in Risia they can grow, age, and die, just as they would on the Material Plane.





Fernia

The sweltering heat of Fernia can be deadly to unprotected creatures, and it burns through mortal metabolisms. The following properties apply to the entire plane.

Deadly Heat.

All regions of Fernia are subject to extreme heat (as defined in chapter 5 of the Dungeon Master's Guide). In some areas of particularly deadly heat, a creature without protection must make a Constitution saving throw every minute instead of every hour. In addition, all creatures gain resistance to cold damage, and a creature that is usually resistant to cold damage becomes immune to it.

Empowered Fire.

When a creature casts a spell of 1st level or higher, if it deals fire damage, it does so as if cast at a level one higher than the spell slot that was expended.

Fires of Industry.

A creature has advantage on ability checks using tools (such as baking with cook's utensils, or forging an item with smith's tools) when it incorporates Fernian flame into its action in place of mundane flame.

Burning Bright.

Whenever a creature makes a death saving throw, it must make an additional saving throw, keeping the results of both rolls. In addition, when a creature gains a level of exhaustion, it gains an extra level; when it reduces a level of exhaustion, it reduces it by an additional level. In Fernia, whether you live or die, it's going to happen quickly!

Standard Time.

Time passes at the same pace as on the Material Plane, and is consistent across its layers.



Daanvi

The impulse toward order affects all creatures in Daanvi. It's impossible to knowingly lie while in Daanvi, and the effects of random chance are reduced. In Daanvi, all things are inherently reliable—remarkable fortune and bad luck are equally rare.

Plane of Truth.

A creature can't tell a deliberate lie. It can avoid answering questions, or be evasive in its answers, as long as it remains within the boundaries of the truth.

Impeded Illusion.

When a creature casts an illusion spell that has a duration of 1 minute or longer, the duration is halved.

The Eyes of the Law.

When a creature casts a divination spell, its range is doubled; if that spell has a duration of at least 1 minute but less than 24 hours, the duration is also doubled.

No Chance.

The first time in a round (or any time outside of combat) that a creature makes an attack roll, ability check, or saving throw (other than a death saving throw), treat the roll as a 10. If the creature has advantage or disadvantage on that roll, it only rolls one die, and treats the other one as a 10.





Xoriat

To mortal eyes, Xoriat may seem more chaotic than Kythri. However, it's not defined by the idea of chaos; rather, mortals don't understand the logic that guides its changes. Additionally, Kythri's constant change is still always natural: fire and lightning, stone and water. On the other hand, in Xoriat, a tornado might be composed of ink. Each grain in a sandstorm could be a miniature bust of Queen Aurala of Aundair, or a tiny beating heart. It's not simply chaotic; it's unnatural.

Unpredictable Magic.

Immediately after a creature casts a spell of 1st level or higher, roll on the Wild Magic Surge table in chapter 3 of the Player's Handbook .

Dangerous Revelations.

Whenever a creature finishes a short or long rest, or is reduced to 0 hit points, it must make a DC 14 Charisma saving throw. On a failed save, it's afflicted with a random form of short-term madness (see chapter 8 of the Dungeon Master's Guide). If it later fails this saving throw an additional time, its previous madness effect is replaced with a new one.



Time Is an Illusion.

More than any other plane, time is unreliable in Xoriat. Adventurers could be trapped in the Realm of Madness for what feels like a lifetime, then find only a moment has passed on Eberron. It's even possible for them to return to Eberron before they left, potentially becoming stranded in another time, as discussed in the next section.

Strange Reality.

The things adventurers rely on—gravity, time, their identity itself—aren't always reliable in Xoriat. When characters enter a new layer, the DM can choose a property from the Properties of Xoriat table. This property could apply the entire time the adventurers are on that layer, or it could change when combat begins, whenever a creature rolls a 1 on a d20, or at any other time the DM chooses. There are no saving throws against these effects, and an effect impacts all creatures in the layer until the DM replaces that property with a new one. In describing a property, don't just describe the effect, but explain how it manifests. Haste and slow reflect a shift in the local flow of time. When creatures can detect thoughts, they can hear the thoughts of others flowing like music all around them, and if they concentrate on a single creature, they can translate the meaning of the melody. Each effect reflects a strange new property of reality in this layer



Irian

The light of the Eternal Dawn strengthens the living. Darkness and disease have no place here, and minor injuries melt away. Irian has the following universal properties.

Radiant Power.

When a creature casts a spell of 1st level or higher that restores hit points or deals radiant damage, it's treated as if it were cast at a level one higher than the spell slot that was expended.

Necrotic Void.

In order to cast a spell that deals necrotic damage, a creature must succeed on a spellcasting ability check with a DC equal to 10 + the level of the spell. On a failed check, the spell is not cast and its spell slot is not expended, but the action is lost.

Pure Light.

There is no darkness in Irian. Any spell, effect, or other situation that would usually create darkness only reduces the lighting to dim light. Life Triumphant. Undead creatures have disadvantage on attack rolls, ability checks, and saving throws. This has no effect on undead creatures that are sustained by Irian, such as the deathless elves of Aerenal.

The Light of Life.

The light of Irian restores vitality, granting the following benefits to all living creatures. These have no effect on undead or constructs; however, undead creatures that are sustained by Irian, such as the deathless elves of Aerenal, benefit from these effects as if they were living creatures.

On initiative count 20 (losing initiative ties), a living creature with at least 1 hit point regains 3 (1d6) hit points.

A living creature with 0 hit points becomes stable at the end of its turn.

A living creature has resistance to poison damage.

A living creature has advantage on saving throws against poison, disease, and fear.

Standard Time.

Time passes at the same pace as on the Material Plane, and is consistent across its layers





Mabar

The Endless Night consumes life and light. It's a wellspring of necrotic energy, where light is swallowed by gloom, and unprotected creatures quickly die. Mabar has the following universal properties.

Necrotic Power.

A creature has disadvantage on saving throws against necromancy spells. An undead creature has 2 extra hit points per Hit Die and advantage on saving throws against being turned or frightened.

Radiant Void.

In order to cast a spell that deals radiant damage or restores hit points, a creature must succeed on a spellcasting ability check with a DC equal to 10 + the level of the spell. On a failed check, the spell is not cast and its spell slot is not expended, but the action is lost.

Eternal Shadows.

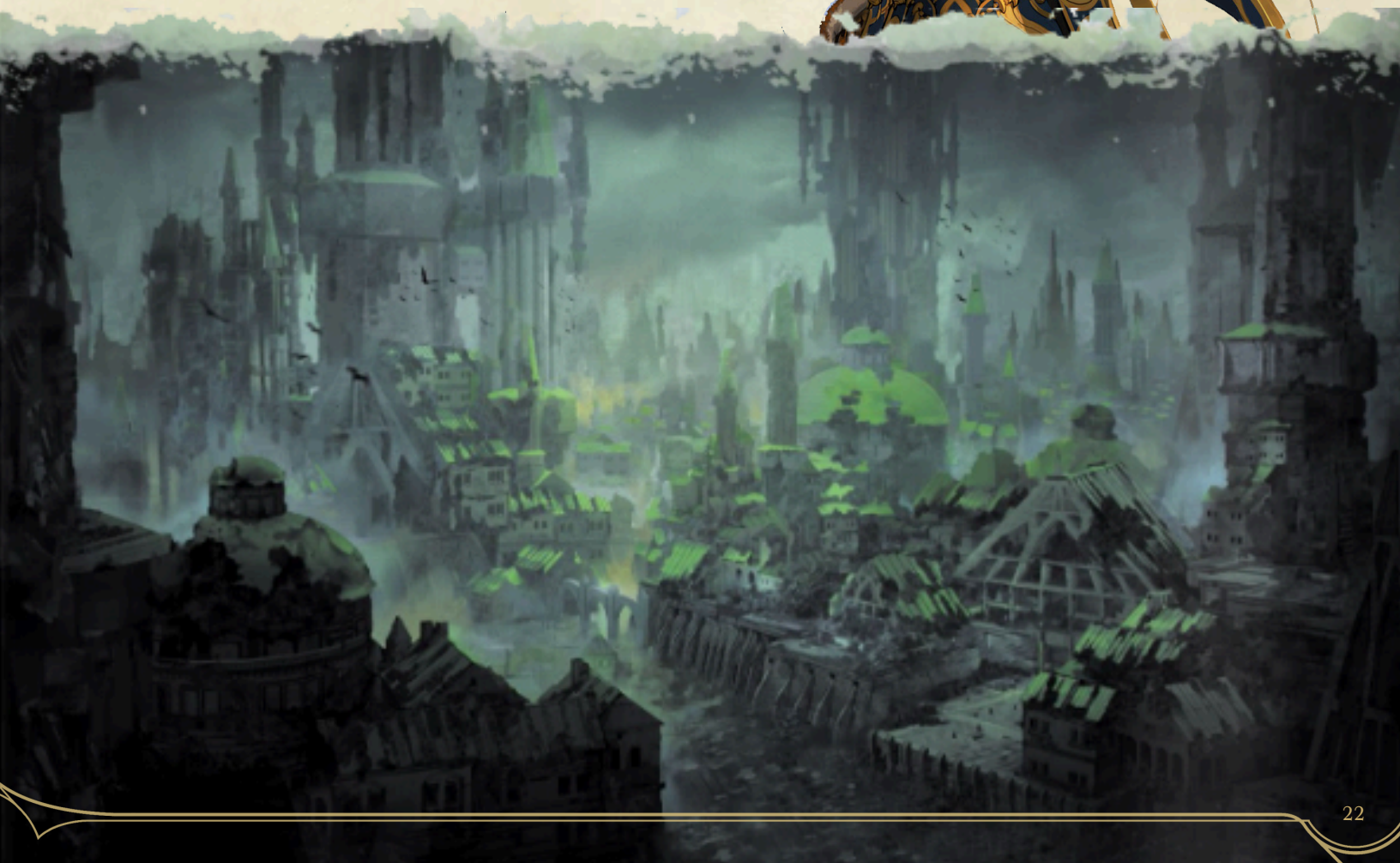
There is no bright light in Mabar. Any object or effect that would usually create bright light only creates dim light.

The Hunger of Mabar.

Mabar consumes the life force of living things. For every minute a living creature spends in Mabar, it takes 10d6 points of necrotic damage. If this damage reduces a creature to 0 hit points, it immediately dies and its body crumbles into ash. Natives of Mabar, creatures that have resistance or immunity to necrotic damage, and creatures under the effects of a death ward spell are immune to the effects of this property.

Standard Time.

Time passes at the same pace as on the Material Plane, and is consistent across its layers.



Thelanis

Thelanis is unpredictable, and its cardinal rule is that layers follow their own stories. Consider the following properties.

Enchanted Realm.

Saving throws against illusion or enchantment spells have disadvantage. When a creature casts an illusion or enchantment spell with a duration of 1 minute or longer, the duration is doubled; spells with a duration of 24 hours or more are unaffected.

Storybook Logic.

No two layers of Thelanis are exactly alike. Each is driven by its story, and any rule can be overridden by a particular tale. Damage types could be swapped or rendered impotent; in the Valley of Stolen Fire, all fire damage becomes cold damage. Ability checks using particular skills could have advantage or disadvantage. In one layer, spells that restore hit points might have no effect; in another, a glass of wine could act as a potion of healing. But while these effects vary from layer to layer, they are entirely reliable within that layer and should feel logical based on the nature of the local story.

Words Have Power.

In Thelanis, words—and particularly promises—have power. Creatures should be very careful about making formal agreements of any sort, especially with archfey; the more powerful the fey, the graver the consequences of breaking a promise. The price varies, a slightly broken promise to a greater fey might simply result in a run of bad luck, with disadvantage on the next few rolls. On the other hand, a promise to an archfey could inherently carry the power of a geas. The fey themselves are bound by this restriction—though they are aware of it and are exceedingly careful with their promises.

Chaotic Time.

Time is entirely flexible in Thelanis, moving at different rates from layer to layer. It's possible for adventurers to spend a night in Thelanis, then discover that a year has passed in Eberron. But it's equally possible for a group of adventurers to find a layer where they save a kingdom and reign as kings and queens . . . only to stumble through a gate many years later and discover that only an hour has passed in their homes. Often time catches up with mortals when they return to Eberron—either swiftly aging them if more time has passed on the Material Plane, or potentially restoring their youth and erasing the decades of time spent in Thelanis.







Kythri

All things change in Kythri, even time and the future. The only thing that's truly reliable is that nothing's reliable.

Broken Rhythms.

A creature can't take the exact same action on two consecutive turns. If it previously stood still, it must move. If it previously moved, it can stand still or move a different distance. A creature can cast a spell in two consecutive turns, but it can't be the same spell. A creature can attack on two consecutive turns, but the second attack must be described as substantially different in style from the one before.

Constant Change.

Nothing remains exactly the same in Kythri. Whenever a creature finishes a short or long rest, it finds that something changed about it or its possessions. Each player should describe what's changed about their character; this could be as simple as your cloak changing color or your sword now having a stylish Aundairian design when it was originally Karrnathi. You could choose for the change to be physical—your skin, hairstyle, or sex—or mental—you suddenly hate olives or no longer believe in the Sovereign Host. These changes have no mechanical impact



Fluid in Form.

When a creature casts a transmutation spell, its range is doubled; if it has a duration of at least 1 minute but less than 24 hours, the duration is doubled.

Embrace the Unknown.

In order to cast a divination spell of 1st level or higher, a creature must succeed on a spellcasting ability check with a DC equal to 12 + the level of the spell. On a failed check, the spell is not cast and its spell slot is not expended, but the action is lost. Divination spells cast on other planes can't affect or target creatures, places, or objects on Kythri.

The Odds Are Odd.

If the d20 roll for an attack is a 1 or a 2, the attack misses regardless of any modifiers or the target's AC. If the d20 roll for an attack is a 19 or 20, the attack hits regardless of any modifiers or the target's AC, and is considered a critical hit. If a creature has an ability or item that increases its normal range of critical hits—such as the Champion fighter's Improved Critical—its range increases by 1.

Chaotic Time.

Time is fluid in Kythri, inconsistent both with the Material Plane and within its own islands.



Shavarath

There's a part of you that's always been in Shavarath, a sliver of your soul that's always been at war. When you're in Shavarath, those instincts guide you. It's easier to strike a deadly blow, or to grit your teeth and fight on through pain or injury.

War Magic.

When a creature casts a spell that grants a bonus to AC, attack rolls, or saving throws, or a spell that grants temporary hit points, the duration is doubled. Spells with a duration of 24 hours or more are unaffected.

Unquenchable Fury.

A creature has advantage on saving throws against any spells or abilities that charm a target, as well as against the calm emotions and sanctuary spells. In addition, the duration of these effects are halved, to a minimum duration of 1 round. While a barbarian is raging, its rage can't be ended early unless it's knocked unconscious.



Fight On.

On a creature's turn, it can use a bonus action to spend 1 Hit Die. It rolls the die and adds its Constitution modifier, regaining hit points equal to the total (minimum of 1). Once a creature benefits from this property, it must finish a short or long rest before it can do so again.

Bloodletting.

When a creature scores a critical hit with an attack that deals piercing, slashing, or bludgeoning damage, it can roll one of the attack's damage dice one extra time and add it to the extra dice of the critical hit.

Flexible Time.

Time's passage varies between Shavarath's layers. In many, time passes at the same rate as on the Material Plane; if you spend an hour fighting in the Burning Sky, an hour passes in Eberron. But other layers move at different speeds; you can spend a month in the trenches of Nullius Terram and find that less than three days have passed in Eberron. A creature with proficiency in Arcana can determine the passage of time in their layer by succeeding on a DC 14 Intelligence (Arcana) check.

Dolurrh

Everything about Dolurrh is gray and gloomy. Even the brightest colors seem faded, the most joyful sounds seem dull. The heavy weight of ennui settles on travelers the moment they arrive, making even the simplest tasks feel challenging. And there's a constant pull, tugging on memory and emotion, a desire to just sit down and let it all go.

Eternal Ennui.

When a creature enters Dolurrh, it immediately gains one level of ennui (described in the "Ennui" sidebar). While in Dolurrh, this level of ennui can't be removed by rest or by any other means. It's immediately removed when the creature leaves Dolurrh. Creatures native to Dolurrh are immune to this property's effects.

Impeded Magic.

In order to cast a spell of 1st level or higher, a creature must succeed on a spellcasting ability check with a DC equal to 10 + the level of the spell. On a failed check, the spell is not cast and its spell slot is not expended, but the action is lost.

Inevitable Entrapment.

Whenever a creature finishes a short or long rest, it must make a DC 12 Wisdom saving throw. On a failed save, it gains one level of ennui. Each time it makes this saving throw, the DC increases by 1. Whenever a creature ends a 24-hour period without finishing a long rest, it must make this saving throw as if it had just finished a rest, but its roll is made with disadvantage. Creatures native to Dolurrh are immune to this property's effects.

Timeless.

Time passes at the same rate as on the Material Plane, and is consistent across its layers. Creatures can benefit from resting, suffer damage, and die. However, a creature on Dolurrh doesn't age, and doesn't need to eat, sleep, or drink.





Dal Quor

Dal Quor is a place where impossible things are possible and the surroundings can change in the blink of an eye. What differentiates it from Kythri and Xoriat is that these changes are drawn from the minds of dreamers, both from the mortal subconscious and the ancient dreams of il-Lashtavar itself. Even when you're exploring someone else's dreams, your desires and memories can infect the landscape. The Shifting Dreams table provides ideas for how a dream could change.



Extremely Morphic.

The environment of Dal Quor can shift at any moment. These changes are generally drawn from the mind of the current dreamer, but at the DM's discretion, the thoughts of adventurers might impact another creature's dream that they're currently experiencing.

Extended Illusion.

When a creature casts an illusion spell with a duration of 1 minute or longer, the duration is doubled. Spells with a duration of 24 hours or more are unaffected.

Flowing Time.

For every 10 minutes that pass in Dal Quor, only 1 minute passes on the Material Plane. While sleeping for 8 hours, a creature could spend 3 days in Dal Quor





Watches

Decide what type of watch you want. A watch is a 4 hour period, and 6 of them happen/day.

Travel Watch:

During each travel watch, you will establish your travel pace, move through the respective hexes, and some watch actions can be taken (seen below). Further down you can read about travel details and specifics.
Slow Pace: Advantage on Survival checks, Stealth checks are allowed to avoid detection, non-exploratory encounters happen 50% less.
Normal Pace: Stealth checks are prohibited.

Fast Pace: Stealth checks are prohibited, Disadvantage on perception checks, and a -5 to your passive perception, and all survival checks. Exploration Pace: Stealth checks are prohibited, Advantage on Survival checks, chance of encountering something is doubled.
Forced March: If you spend more than 2 watches traveling in a day, make a Constitution check, DC 10+extra hours traveled, or take one level of exhaustion.
Trailblazing: At a rate of 1/2 your normal pace, you may establish signs to make your travels a known trail. A stealth check can be made each watch to disguise your trail.

Active Watch:

During an active watch, you are neither traveling nor resting, so you are able to do other activities (see below).

Rest Watch:

Every party needs their 2 watches of rest. Some actions can be taken once camp is set up, and avoiding this will result in immediate exhaustion. (Note: characters that need less sleep may require less watches for this).

Watch Actions

Forage (Active, Slow Travel Watch): Make a survival check against the forage DC of the terrain to either find 1 ration or enough water for a day. For every 2 you exceed the check by, gain 1 more food/water.

Navigator (Travel Watch): Make a survival check against the navigation DC. someone can help with this action. (More details below).

Scout: (Travel when faster, or Active/Rest): A scout may either "report", which gives the navigator advantage during the next travel watch, or use "pathfinding", which is survival vs the navigation DC. A success will result in the party treating the terrain as if it had a trail for one watch. An additional encounter check is made for each scouting group, increasing the chances of finding something.

Sentinel (Travel Watch): The group's passive perception is the sentinel's. Whenever an encounter is rolled in a hex, you may make a perception check vs my stealth, to notice it. However, an additional roll is made for an encounter, at 50% probability.

Sighting (Active Watch): A character may make a check, at the DM's discretion, to increase the hexes they can see into. As an example, mountain tiles can be seen 3 hexes away, and vice versa, you can see 3 hexes away from the peak of a mountain. Larger landmarks and more creative uses of sighting may result in varied discoveries.

Finding Tracks (Active Watch): Make a perception check against the Track DC.

Following Tracks (Travel Watch): Once a track is found, each hex, a new Survival check must be made. If a trail is lost, you can spend an active watch in the hex to find it again.

Cover Your Tracks (Slow Travel Watch): Make a Stealth/Survival check to set your own DC for being followed. Ground conditions may grant advantage/disadvantage

Trailblazing (Travel Watch): One member of your crew must use their action to trailblaze. An additional character can assist on your stealth check if you're trying to hide it.

Basecamp Search (Active)

Travel Details

EXPEDITION SPEED – PER WATCH

Expedition Speed	Fast Pace	Normal Pace	Slow Pace	Exploration Pace
20 ft.	12 miles	8 miles	5.5 miles	4 miles
25 ft.	15 miles	10 miles	7 miles	5 miles
30 ft.	18 miles	12 miles	8 miles	6 miles
40 ft.	24 miles	16 miles	11 miles	8 miles
60 ft.	36 miles	24 miles	16 miles	12 miles
100 ft.	60 miles	40 miles	27 miles	20 miles
300 ft.	180 miles	120 miles	80 miles	60 miles

TERRAIN	HIGHWAY	ROAD/TRAIL	TRACKLESS	NAVIGATION DC	FORAGE DC
Desert	x1	x1/2	x1/2	12	20
Forest (sparse)	x1	x1	x1/2	14	14
Forest (medium)	x1	x1	x1/2	16	14
Forest (dense)	x1	x1	x1/2	18	14
Hills	x1	x3/4	x1/2	14	12
Jungle	x1	x3/4	x1/4	16	14
Moor	x1	x1	x3/4	14	16
Mountains	x3/4	x3/4	x1/2	16	18
Plains	x1	x1	x3/4	12	12
Swamp	x1	x3/4	x1/2	15	16
Tundra, frozen	x1	x3/4	x3/4	12	18

Navigation

Once per watch, the navigator must make a survival check against the terrain DC (depending on how many hexes are being traveled, this could mean an average DC, or multiple checks when you enter a new environment).

Becoming Lost:

Parties who fail their navigation check become lost, and may veer off course, as shown below. Roll a d10 to determine how badly you veer. You veer in that direction until you make another check next watch (ie, a party moving through 6 hexes a watch, who rolls a 1 on veer, will continue moving (northwest), and veer will not change in the second hex. Veer cannot bring you closer to your intended direction. If you are veering to the left, and fail again, rolling to veer to the right will not adjust your course, but you could veer even further to the left.

Recognizing You're Lost:

Being lost is something your character will not be aware of until you fix it. You may make another check on another watch. If you transition into a new terrain type, or come across a hex with a landmark, you may make another survival check.

Backtracking:

A lost party can follow their own tracks back. A navigation action can be made each watch, to determine if you were previously on/off track. Failure results in the incorrect conclusion.

Setting a New Course:

A navigator can create a new course towards their destination. Make a survival check, DC being 10 higher than usual.

Don't Split the Party!:

When a second navigation check fails, the magic of the Traveler's Curse makes travel difficult. Everyone rolls their own survival check, to determine if you are on course, or veer off on your own. Losing party members is dangerous, and may require tracking them, or trailblazing. Unlike other moments of being lost, when characters split off, they will automatically know they are lost.

Finding Locations:

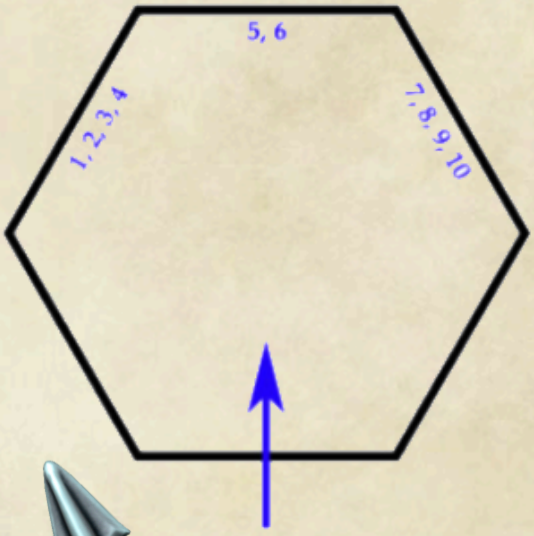
The difficulty of finding a location depends on a few factors.

Visible locations: Some locations can be seen very far away. Characters in the same hex, or a certain number away, will spot a visible location

On Path: If a location is on a road, river, or trail, then a character following it will automatically find it. This could apply to various spells as well, such as find the path.

Familiar Locations: Your party has visited this place multiple times, or have become familiar with it via visions or divination. The navigator will find it immediately.

Unfamiliar Locations: places you aren't familiar with to a large degree are found using encounter checks (see below).





Encounters

An encounter is rolled for every watch. It covers all hexes you move through in that watch. A d12 is rolled, with a 1 resulting in a Wandering Encounter, while a 12 results in an Exploration Encounter. The die size and numbers can be adjusted for certain areas (ie, a far more populated or dangerous place may have 1-3 keyed to wandering encounters, or could have its die be a d6 for more likely results).

Wandering Encounter:

These can occur on any type of watch. This is when creatures use their movement to hunt down the party. Depending on the terrain you're in, the DM will roll on an encounter table, and place it a distance away, which the sentinel may see coming

Option: % Lair: when a wandering encounter is rolled, there is a % chance it will be found in a lair. Lairs bring with them loot, and advanced lair actions, even for a smaller creature.

Option: % Tracks: when a wandering encounter is rolled, there is a % chance its tracks will be found instead. Parties may follow these to a creature's lair, where more loot will be found.

Roll on the reaction table to determine a monster's mood. A successful roll means rolling again

2d6	Reaction
2-3	Immediate Attack
4-5	Hostile
6-8	Cautious/Threatening
9-10	Neutral
11-12	Amiable

Terrain	Encounter Distance
Desert	6d6 x 20 feet
Desert, dunes	6d6 x 10 feet
Forest (sparse)	3d6 x 10 feet
Forest (medium)	2d8 x 10 feet
Forest (dense)	2d6 x 10 feet
Hills (gentle)	2d6 x 10 feet
Hills (rugged)	2d6 x 10 feet
Jungle	2d6 x 10 feet
Moor	2d8 x 10 feet
Mountains	4d10 x 10 feet
Plains	6d6 x 40 feet
Swamp	6d6 x 10 feet
Tundra, frozen	6d6 x 20 feet

Exploration Encounter:

These only occur during watches where the party is traveling or exploring. This is a location, or fixed resource of the hex discovered.

A location may be visible automatically in a cell, if it's encountered on a road, or easily visible.

A hidden location may either need two successful rolls, or a Perception/Investigation check if the party is in exploration mode.



THUNDER GUIDE

Prerequisite: 8th level

You have traveled the length and breadth of the Thunder Sea, learning from cultures indigenous to disparate regions, from the jungles of Xen'drik to the Seren Isles. Pick three of any of the following abilities to represent the tricks and knacks you've picked up from your travels. You must have adventured in the region under which the ability is listed in order to select it.

ANY REGION

- *Eye of the Chamber.* Learning patience and planning from draconic agents of the Chamber, you apply those traits in combat. As an action during combat, you may study a creature hostile to you and begin concentrating (as though concentrating on a spell). For up to 1 minute, or until your concentration ends, you have advantage on all attacks against the opponent. Once you have observed an opponent this way, you may not do so again until you finish a short or long rest.
- *Lionized in the Press.* The Korranberg Chronicle, the Breland Ledger, and other chronicle sheets recount your adventures across the Thunder Sea in thrilling detail. You have advantage on Charisma checks when interacting with members of the press, nobility, and Dragonmarked Houses. Once per month, you may give a lecture at a notable institution, such as Morgrave University, and earn gold pieces equal to 10 times the result of a Charisma (Performance) check.

AERENAL

- *Aereni Crystallomancy.* You may cast the *false life* spell. When you do, it requires an additional material component of an Irian-infused Eberron dragonshard found only on the Isle of Aerenal worth at least 200 gp, and it is cast as though from a 3rd level spell slot. Intelligence is your spellcasting ability for this spell. Once you cast this spell, you must finish a long rest to do so again.
- *Friend of the Aereni.* Your presence is always welcome in the Aereni port of Pylas Talaear. You always have free accommodations in the city, and the governor, Syraen Melidith, will subsidize half the cost of any House Lyrandar trip you make to or from Pylas Talaear. Additionally, you may purchase mundane goods at half-cost while in the city.
- *Honorary Tairnadal.* The Valenar elves welcome you as one of their own, and one of their majestic mounts has even formed an unbreakable bond with you. You learn the *find steed* spell, but you may only summon a Valenar Steed with it. Wisdom is your spellcasting ability for this spell. Once you cast this spell, you must finish a long rest to do so again. (See *Eberron: Rising from the Last War* for the Valenar Steed's statistics.)

SHARGON'S TEETH

- *Blessed of Shargon.* You have earned the blessing of Shargon, preventing the need for you and any crew or passengers of the ship you are traveling on from making sacrifices or offerings to the sahuagin of the Thunder Sea. Because of this boon, any captain will welcome you and your party aboard their vessels at no cost, including Lyrandar wind galleons. Furthermore, the sahuagin escort you and your vessel on journeys across Shargon's Teeth, eliminating the possibility of being attacked by creatures of challenge rating 9 or less.
- *Breath of Shargon*. You can hold your breath for a number of minutes equal to your Constitution score.
- *Malenti Pearl Trick.* You may cast the *charm person* spell. When you do, it requires an additional material component of a pearl worth at least 100 gp. Charisma is your spellcasting ability for this spell. Once you cast this spell, you must finish a long rest to do so again.

XEN'DRIK

- *Ally of Rushemé.* You have communed with the Guardians of Rushemé and have been granted the mystical ability to call on the strength of giantkind. You gain the ability to cast *enlarge/reduce*, but only on yourself and only using the enlarge option. Strength is your spellcasting ability for this spell. Once you cast this spell, you may not do so again until you finish a long rest.
- *Ghost of Xen'drik.* In any jungle environment, you have advantage on Dexterity (Stealth) and Wisdom (Survival) checks. Additionally, you are considered a native to Xen'drik for the purposes of navigation and the Traveler's Curse.
- *Pandin Temn.* You have trained at the side of Vulkoori drow to be a scourge of giants. Against the attacks of giants, you have a +1 bonus to AC if you are wearing no or light armor, and all of your attacks deal 2 additional damage against giants.
- *Xen'drik Boomerang Expert.* You are proficient with Xen'drik boomerangs and you double their short and long ranges when throwing them. Additionally, Xen'drik boomerangs always return to you at the end of your turn when you throw them, whether they hit or miss, and you automatically succeed on catching them.

Strongholds

In Eberron, where you call home can say a lot. Whether it's the bustling streets of Sharn, or the distant woods of the Eldeen Reaches, or another plane of existence entirely, adventurers racking in more gold than they know what to do with can begin investing in a home base. This is a place not only where you can stay safe, kill time, and protect your allies, but also will provide you with new abilities, inside and outside of the walls of your home.

Buying A Stronghold

The time and cost to build your fortress can be seen on the table below. These numbers can vary depending on what kind of stronghold you want. The strongholds also provide a morale bonus, if a large scale battle is occurring.

The size per level table determines how large your home is, but also establishes its health and toughness (AC equivilant) via the toughness per level table.

This is taking too long

The time to build these bases can be lengthy, and because of that, certain organizations in Eberron have tried to expedite it. You may purchase 4 "Daanvian Order Rods", which cost 1,000 gold each, to transport your base temporarily, within reason, to Daanvi. Due to Daanvi's time dilation, 10 days of construction can occur in one day of time on the material plane. It costs an additional 4,000 to transport it back.

Upgrading Your Stronghold

Once built, or even during the initial costs to build, a stronghold can be levelled up. This affects the Size, Toughness, and additional class abilities of your character. Doing so also takes time and money, shown on the Cost/Time to upgrade tables. While under construction, you may not benefit from your base. For every level of stronghold, your regional area extends by one hex (24 miles)

Extended Rest

Some of the abilities granted by the stronghold require an Extended Rest to recharge. This is a week that you spend in your base, recuperating and interacting with the denizens of your stronghold. Completing one will recharge your additional class ability granted.

Stronghold Construction

Stronghold	Cost to Build (GP)	Time to Build (Days)	Fortification Bonus
Keep	10,000	150	+2 Morale per level
Tower	8,000	120	+1 Morale per level
Temple	8,000	120	+1 Morale per level
Establishment	6,000	90	–

Size per Level

Stronghold	1st Level	2nd Level	3rd Level	4th Level	5th Level
Keep	d6	d8	d10	d12	d20
Tower	d4	d6	d8	d10	d12
Temple	d4	d6	d8	d10	d12
Establishment	–	–	–	–	–

Toughness per Level

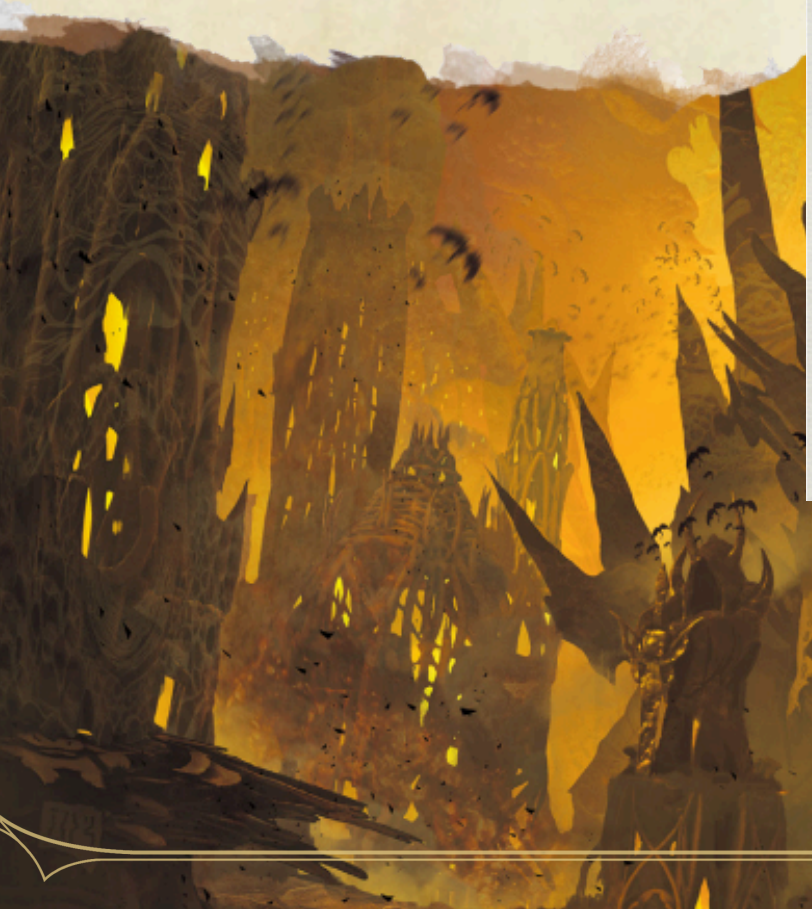
Stronghold	1st Level	2nd Level	3rd Level	4th Level	5th Level
Keep	22	24	26	28	30
Tower	18	20	22	24	26
Temple	18	20	22	24	26
Establishment	–	–	–	–	–

Cost to Upgrade (GP)

Stronghold	1st to 2nd Level	2nd to 3rd Level	3rd to 4th Level	4th to 5th Level
Keep	5,000	10,000	15,000	20,000
Tower	3,000	6,000	12,000	18,000
Temple	3,000	6,000	12,000	18,000
Establishment	2,000	4,000	6,000	8,000

Time to Upgrade (Days)

Stronghold	1st to 2nd Level	2nd to 3rd Level	3rd to 4th Level	4th to 5th Level
Keep	50	100	150	200
Tower	40	80	120	160
Temple	40	80	120	160
Establishment	30	60	90	120



The Temple

Temples are strongholds for characters with some sort of divine affinity. This could mean a temple preexisting that a character decides to call their home, or a new site to dedication built in the world. The main purpose of these bases is simple: provide a direct line of communication to your deity of choice. This is done through concordance.

Concordance

Concordance is the measure of one's favor with their deity. This is a running tally the DM keeps track of. You can gain and lose it depending on your roleplay decisions, and it can be used to request aid. Below are some examples of what might affect your concordance:

CIRCUMSTANCE	CHANGE
Petitioning Your Deity	-15
Desecrated an enemy altar	+10
Thwarted an enemy priest	+5
Converted a follower	+5
Converted an enemy priest	+15
Thwarted an enemy minion	+1
Consecrated an altar	+10
Left an enemy altar intact	-15
Failed to uphold the tenets of the deity	-5
Aided an enemy priest	-10

As an action within your base, you may call on your deity for aid. Roll a d100, if you have a temple, you gain a +30 to this roll. No matter what, asking for aid results in a penalty, seen below. Taking an extended rest resets any penalties.

THE CONCORDANCE CHART

ROLL	RESULT	PENALTY
01-20	Cursed! For the next minute, whenever you make an attack roll or a saving throw, you must roll a d4 and subtract the number rolled from the result of your attack roll or saving throw.	-20
21-65	Ignored. Things could have been worse.	-15
66-75	Blessed. For the next minute, if you make an attack roll or a saving throw, you may roll a d4 and add the number rolled to the result of your attack roll or saving throw.	-10
76-84	Type I Servitor	-10
85-94	Type II Servitor	-10
95-104	Type III Servitor	-15
105-109	Type IV Servitor	-20
110-114	Type V Servitor	-25
115+	Type VI Servitor	-30

Servitors.

Servitors are creatures summoned by your deity for aid. A servitor will remain on the same plane as you for 4+your stronghold level rounds. The servitors, categorized under archetypes of deities, can be found below. The DM can replace the stat block with a different one of equivalent CR.

Druid Grove

A variant of the temple is the druid grove. Druid groves can still use concordance, but do not get the +30 bonus. Instead, The spell druid grove is now cast on the area permanently, and the druid can choose one of the following spells, which can be cast for free in a specified time frame. Additionally, they may have the spell druid grove on the base permenantly.

SERVITORS

SOURCE	TYPE I	TYPE II	TYPE III	TYPE IV	TYPE V	TYPE VI
The Court of Arcadia (fey)	Mantis Knight	Orchid Count	Monarchon	Oleander Dragon	Ash Marshall	Sidereal Vizier
The Celestial Host (celestials)	Princip	Authority	Virtue	Dominion	Throne	Seraph
The Elemental Templars (elementals)	Fire Mote	Source of Earth	Pillar of Water	Knight of Air	Storm Magistrate	High Templar of Dust
Court of All Flesh (aberrations)	Baron Malgas	Korsoth Vastikan	The Queen of Bones	Lord Rall	Uursovk	Maladar Dictum
The Inexorables (constructs)	Space	Death	Change	Fate	Time	Nature
Demons (fiends)	Lesser Marilith	Vrock	Oni	Hezrou	Glabrezu	Lesser Balor
Devils (fiends)	Barbed Devil	2 Bearded Devils	Lesser Erinyes	Chain Devil	Bone Devil	Horned Devil
Undead (undead)	Wraith	2 Wights	2 Ghasts, 3 Ghouls	1 Ghost, 2 Ghasts	1 Wraith, 2 Ghasts	1 Ghost, 2 Wights

GROVE SPELLS

SPELL	CASTING LIMIT
Reincarnate	Once per Season
Foresight	Once per Season
Greater Restoration	Once per Month
Heal	Once per Month
Resurrection	Once per Year

The Establishment

Establishments are another type of stronghold, for those more intertwined with the politics of a location. This is typically a shady building, like a tavern or shop. They do two things well, primarily: make money, and gather information. Every level up, an establishment brings in **1,000 gold per level.**

Rumors

Spend 100 g/establishment level to gather intel. To do so, make a check. You can do so for any organization within 1 hex (24 miles) of your base/ stronghold level. This range is doubled for multiple bases. To make a gather intel check, the roll is a d20+proficiency modifier+an additional point for evert 100 gold spent. A successful check will mean you learn more about an organization, and a certain creature type is now vulnerable to a number of your attacks equal to your stronghold level. You may gather intel a number of times equal to your level per season.

Favors

Owning an establishment means you know plenty of people in the city of your choice, and that means cashing in favors from the patrons of your organization. Once per month, you may spend 1,000 gold to benefit from one of the following favors:

The Keep: You can spend 500 points per your ally's level to buy temporary units from the keep, for one battle.

The Tower: Choose a modified spell research by your ally. You can now cast this a number of times equal to your establishment level.

The Temple: Use concordance through an ally temple. If you summon a servitor, it stays around for a number of rounds equal to your establishment level.



Followers

As you gain more power and influence, more people will flock to your cause. This is represented through the followers charts. Based on class/character, this is a table you roll on to determine who joins your stronghold and lives there. The results can vary, from units (see later), to npcs, to powerful monster allies rolled on the special allies table. These rolls should be made at the DM's discretion, but include:

Beginning a stronghold

Completing a stronghold

Upgrading a stronghold

Leveling up

George's Tavern

Settling in the Middle Dura district of Sharn, George, Son of Harris has managed to turn his average looking tavern into something of a base of operations for the Quori Men, as well as any connections within the city he grew up in.

Regional Effects

Basic sounds come out in a musical melody. Wind blowing through the trees plays music, while hooves beat out a complex rhythm

Folks who live for a week in the area end conversations in rhymes

Thunder can be counted on to roll whenever someone in the area says something dramatic.

Stronghold Actions

On initiative count 20, George can take one of the following stronghold actions. He must be in the same hex as the King's Cellar, and cannot use the same effect again until after a short rest.

Until the next round, all inspiration dice roll max, and whenever one is used, music is produced

The Quori men appear, joining George to sing his praises. Until the next round, enemies make saving throws against your magic with double disadvantage.

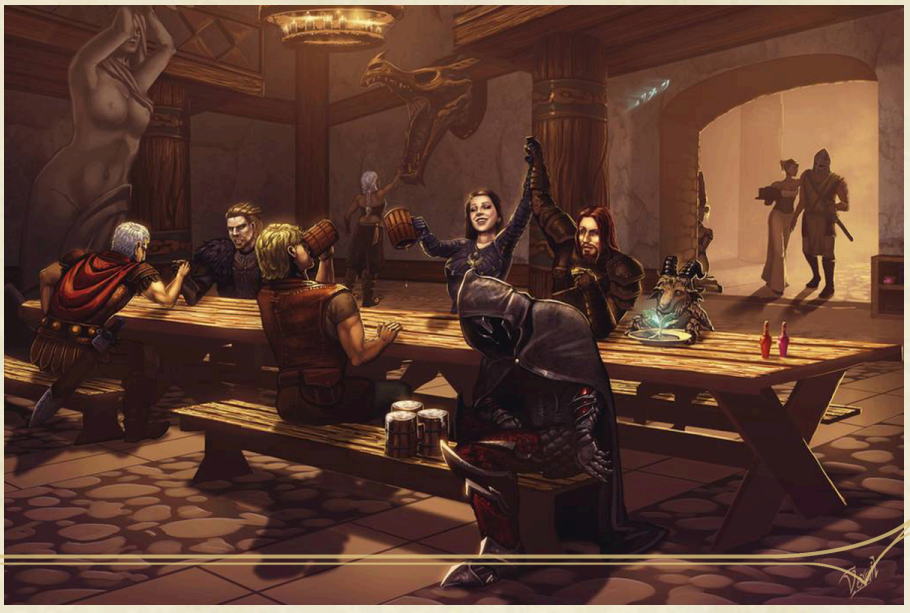
You regain all inspiration dice

Additional Class Features:

While an ally has unspent bardic inspiration die, their proficiency bonus increases by 1. You can do this a number of times equal to your stronghold level, after which you must take an extended rest to refresh this ability.

BARD FOLLOWERS

D100	FOLLOWER
01-03	Veteran Light Infantry (Size 1d6), Unit
04-06	Regular Light Cavalry (Size 1d4), Unit
07-09	Seasoned Light Archers (Size 1d4), Unit
10	Regular Light Flying (Size 1d4), Unit
11	Enchanter (3rd Level), Retainer
12	Curate (3rd Level), Retainer
13	Healer (3rd Level), Retainer
14-15	Knight-sorcerer (3rd Level), Retainer
16-18	Beast Lord (3rd Level), Retainer
19-20	Knight-sorcerer (5th Level), Retainer
21-23	Illusionist (5th Level), Retainer
24-27	Chaos Mage (5th Level), Retainer
28-31	Cutpurse (5th Level), Retainer
32-34	Thaumaturgist (7th Level), Retainer
35-37	Executioner (7th Level), Retainer
38-40	Shaper (7th Level), Retainer
41-42	Farmer
43-44	Mason
45-46	Blacksmith
47-48	Carpenter
49-51	Scribe
52-54	Sage
55-57	Tailor
58-60	Alchemist
61-63	Spy
64-65	Captain
66-71	Elf Ambassador
72-75	Dwarf Ambassador
76-78	Dragonborn Ambassador
79-84	Gnome Ambassador
85	Orc Ambassador
86-100	Roll on the Special Allies table (page 67)



Moralin's Cellar

Below the floorboards of the King's Cellar, a much more hidden operation is taking place. Moralin has managed to transform the cellar which once contained the remains of Rin Stargone into an underground spy network.

Regional Effects

One ally per level of the Cellar can hide, and no mundane or magical means of detection will find them. This ability does not work on Moralin.

Creatures trespassing in the area feel like they're being spied on.

When a creature hostile to Moralin finishes a long rest in the area, roll a d20. On a roll of 10 or less, it triggers a hidden trap, taking 3d8 magical piercing damage.

Stronghold Actions

On initiative count 20, Moralin can take one of the following stronghold actions. He must be in the same hex as the King's Cellar's Cellar, and cannot use the same effect again until after a short rest.

All enemies within 60 feet are marked for death. For the next minute, if you hit a marked enemy, you can remove its mark to deal an additional 6d6 slashing damage.

Enemies within 60 feet are revealed, losing stealth and invisibility.

You gain a coin of fate. Each time you are hit in combat you may flip a coin. Heads, the attack misses, Tails, the attack hits and you lose the coin.

Additional Class Feature: Vanishing Strike

After you hit with a sneak attack, you may become invisible. Anything you are wearing or carrying is invisible as long as it is on your person. This lasts until the end of your next turn, or until you attack or cast a spell. You can do this a number of times equal to your stronghold level, after which you must take an extended rest to refresh this ability.

Rogue Followers

D100	Follower
01–04	Seasoned Light Infantry (Size 1d6), Unit
05–07	Seasoned Medium Infantry (Size 1d4), Unit
08–10	Seasoned Medium Archers (Size 1d4), Unit
11–12	Theurgist (3rd Level), Retainer
13–14	Swordmaster (3rd Level), Retainer
15–16	Justicar (3rd Level), Retainer
17–19	Exarch (3rd Level), Retainer
20–22	Alienist (3rd Level), Retainer
23–24	Thaumaturgist (3rd Level), Retainer
25–28	Stormspeaker (5th Level), Retainer
29–32	Illusionist (5th Level), Retainer
33–36	Diabolist (5th Level), Retainer
37–40	Acolyte of Darkness (7th Level), Retainer
41–45	Shadow Priest (7th Level), Retainer
46–50	Conjurer (7th Level), Retainer
51–53	Alchemist
54–56	Blacksmith
57–59	Carpenter
60–62	Scribe
63–65	Sage
66–68	Tailor
69–72	Spy
73–75	Captain
76–79	Elf Ambassador
80–83	Dragonborn Ambassador
84–87	Gnome Ambassador
88–90	Orc Ambassador
91–100	Roll on the Special Allies table (page 67)



Falconhoof's Grove

In the middle of the Eldeen Reaches, the gatekeeper seal known as the Gnarlrock was recently corrupted by the madness of Xoriat. Through falconhoof's efforts, this corruption has ceased, as the surrounding woods have been turned into a haven for all nature.

Regional Effects

Local birds and mammals in the region can speak common and elvish. They enjoy talking to strangers and will warn Falconhoof of danger

Naturally occurring nuts, fruits, and vegetables act like goodberries within the area.

No roads/trail last more than a day in the area. All allies always have a road back to the grove.

Stronghold Actions

On initiative count 20, Falconhoof can take one of the following stronghold actions. He must be in the same hex as the Gatekeeper Grove, and cannot use the same effect again until after a short rest.

Grasping vines sprout from the ground for the next minute. Every enemy within 60 feet must make a Dexterity saving throw, or be restrained for the duration, taking 3d8 piercing damage at the start of their turn from stabbing thorns. At the end of its turns, a creature can repeat the saving throw.

You cast banishment on a creature, sending them to a plane of your choice.

You summon 1d4+1 shambling mounds who fight for you for 1 minute.

Additional Class Feature; Savage Shape

When you assume your wild shape, you may assume the form of any monstrosity, fey, or dragon. The challenge rating can be up to half your level, rounded up. You can do this a number of times equal to your stronghold level, after which you must take an extended rest.

Druid Followers

D100	Follower
01–05	Regular Medium Infantry (Size 1d6), Unit
06–10	Seasoned Medium Flying (Size 1d4), Unit
11	Loremaster (3rd Level), Retainer
12	Warden (3rd Level), Retainer
13–19	Elemental Acolyte (3rd Level), Retainer
20–24	Chaos Mage (3rd Level), Retainer
25–29	Conjurer (5th Level), Retainer
30–36	Exarch (5th Level), Retainer
37–42	Spirit Warden (5th Level), Retainer
43–47	Knight of the Green Order (7th Level), Retainer
48–50	Beast Lord (7th Level), Retainer
51–55	Farmer
56–60	Alchemist
61–65	Sage
66–71	Elf Ambassador
72–77	Gnome Ambassador
78–80	Lizardfolk Ambassador
81–85	Roll on the Fey Allies chart (page 67)
86–100	Roll on the Special Allies table (page 67)



Zekkor's Bungalow

Within one of the thousands of demiplane rooms that make up Daanvi, Zekkor has sped up the construction of his beach house. As modrons tend to the beach house, periodically pouring sand into the room, Zekkor has created a chillax home to vibe in, and take a week off for every day of stress in the material plane.

Regional Effects

Clear blue skies and warm sun dominate year round, despite the mechanical exterior of the demiplane.

Evil creatures in the daylight have disadvantage on attack rolls, ability checks, and saving throws.

Zekkor is instantly aware of any evil/chaotic creature with 7+ hit die in his region.

Stronghold Actions

Each chaotic or evil creature (your choice) within 120 ft must make a Constitutuon saving throw or be bound by golden chains, grappling it until they uise their action to make a Strength/Dex save.

Flying creatures must succeed on a Constituion Check or land. They cannot take off again for 10 minutes.

Choose an ally within sight to gain an AC bonus equal to you Charisma modifier, as their armor is coated in gold for 10 minutes. Each ally can only be affected by this 1/day.

Additional Class Feature: Righteous Smite

Your divine smite burns through enemy resistance. Enemies normally resistant to your weapon damage lose it, enemies usually immune are now resistant, And enemies without resistance to radiant or your weapon become vulnerable. You can do this for a number of attacks equal to your stronghold level, after which you must take an extended rest to refresh the ability.



Paladin Followers

D100	Follower
01–04	Seasoned Light Infantry (Size 1d8), Unit
05–07	Seasoned Medium Infantry (Size 1d8), Unit
08–10	Veteran Light Infantry (Size 1d8), Unit
11–13	Veteran Heavy Infantry (Size 1d6), Unit
14–15	Regular Medium Cavalry (Size 1d6), Unit
16–17	Seasoned Medium Cavalry (Size 1d6), Unit
18–19	Veteran Medium Cavalry (Size 1d6), Unit
20	Elite Light Cavalry (Size 1d4), Unit
21	Mystic (3rd Level), Retainer
22	Acolyte of the Way (3rd Level), Retainer
23	Loremaster (3rd Level), Retainer
24–25	Evoker (3rd Level), Retainer
26–28	Seer (3rd Level), Retainer
29–30	Battle Priest (3rd Level), Retainer
31–33	Troubadour-warrior (5th Level), Retainer
34–37	Thaumaturgist (5th Level), Retainer
38–41	Swordmaster (5th Level), Retainer
42–44	Curate (7th Level), Retainer
45–47	Exorcist (7th Level), Retainer
48–50	Warlord (7th Level), Retainer
51–52	Farmer
53–55	Mason
56–58	Blacksmith
59–61	Carpenter
62–63	Miner
64–65	Scribe
66–68	Sage
69–70	Captain
71–74	Tailor
75–79	Elf Ambassador
80–81	Dwarf Ambassador
82–85	Dragonborn Ambassador
86–89	Gnome Ambassador
90	Winged Elf Ambassador
91–93	Roll on the Special Paladin Mount chart
94–100	Roll on the Special Allies table (page 67)

Special Paladin Mount

D12	Mount
01–04	Hippogriff
05–07	Griffon
08–09	Pegasus
10–11	Unicorn
12	Alicorn (see below)

Ellywick's Ship

From an ironclad lava surfing warship, upgraded by Sar Saeran to traverse air and sea through elemental binding, all the way into a travelling temple dedicated to the Devourer, the Force of Nature has been an ever evolving vehicle. Now traversing the open waters in attempts to spread the will of the devourer, Emili has made this ship quite formidable.

Regional Effects

Folks who live in the stronghold are immune to disease

Emili can hear the prayers of all worshippers of the devourer in the area.

When injured or sick, a great storm will surround the ship, and while healthy, the weather is fair. Emili must imply be on the same plane of existence as the ship.

Stronghold Actions

On initiative count 20, Emili can take one of the following stronghold actions. He must be in the same hex as the Force of Nature, and cannot use the same effect again until after a short rest.

All enemies within 30 ft of you must make a con saving throw of suffer the effects of the contagion spell.

Shafts of golden light stab down from the sky, penetrating walls and ceilings. They target all fiends and undead within 60 feet of you. Targets mut succeed on a wisdom saving throw or be annihilated. You and all allies within the stronghold restore all hit die and gain 30 temporary hit points.

Additional Class Feature: Manifest Divinity

When you use channel divinity, all allies within 30 ft regain 3d8 hit points. You can do this a number of times equal to your stronghold level, after which you must take an extended rest to refresh this ability.

Cleric Followers

D100	Follower
01–04	Regular Light Infantry (Size 1d8), Unit
05–07	Regular Medium Infantry (Size 1d6), Unit
08–10	Seasoned Medium Infantry (Size 1d6), Unit
11–13	Regular Heavy Infantry (Size 1d6), Unit
14–15	Regular Light Cavalry (Size 1d6), Unit
16–17	Regular Medium Cavalry (Size 1d4), Unit
18–19	Seasoned Heavy Cavalry (Size 1d4), Unit
20	Regular Medium Archers (Size 1d4), Unit
21	Loremaster (3rd Level), Retainer
22	Troubadour-warrior (3rd Level), Retainer
23	Swordmaster (3rd Level), Retainer
24–25	Tracker (3rd Level), Retainer
26–28	Warlord (3rd Level), Retainer
29–30	Knight-sorcerer (5th Level), Retainer
31–33	Mystic (5th Level), Retainer
34–37	Guild Adept (5th Level), Retainer
38–41	Acolyte of the Way (5th Level), Retainer
42–44	Justicar (5th Level), Retainer
45–47	Enchanter (7th Level), Retainer
48–50	Cavalier (7th Level), Retainer
51–52	Farmer
53–55	Mason
56–58	Blacksmith
59–60	Carpenter
61–62	Miner
63–65	Scribe
66–68	Sage
69–70	Tailor
71–75	Elf Ambassador
76–80	Dwarf Ambassador
81–85	Gnome Ambassador
86–100	Roll on the Special Allies table (page 67)



Villain Strongholds:

Villains are also capable of spending their resources to create bases. At this level, assume any high level villain might have a home base out there somewhere. Typically these home bases could mean finding their treasure and secrets, but makes them far harder to take down. These bases also grant their minions special abilities.

Villain Types

Necromancer: As a reaction, make a wisdom check after a minion dies. DC is 8+Number of hit die the minion has. If successful, the minion drops to 1 hp instead.

Shaman: Minions who can hear you gain advantage on saving throws against spells and magical effects.

Warlord: As a reaction, when a minion dies, issue a special command. All minions that can hear you can take a special reaction to move their speed.

Minion Types

Mindless Servants: Gain an extra 10 feet to movement

Savage Horde: After moving 20 feet, the next attack this minion makes is a critical on an 18-20.

Tactical Forces: If an enemy's attack kills an ally, all minions adjacent to that enemy can make an opportunity attack against the enemy.







Warfare

As the stakes for the fate of Eberron go up and up, and your allies grow, so will your influence. At a certain point, your PC's may be completing difficult challenges and fighting insane monsters, while your allied troops battle it out with the forces of Argonossen, the Lords of Dust, or the political forces of Khorvaire. There are two key aspects to these battles: The units and the battle itself.

Units

This is an example of a unit card. These represent a large sum of soldiers, of varying quality and experience based on the card. Below is the breakdown of each term:

Ancestry:

Race	A	P	D	T	M	Traits
Human	2	0	0	0	1	Courageous
Elf	2	0	0	0	1	Eternal
Dwarf	3	1	1	1	2	Stalwart
Halfling	1	-1	1	-1	3	Courageous
Gnome	1	-1	1	-1	1	Regenerate
Dragonborn	2	2	1	1	1	Courageous, Frenzy
Genasi	2	2	0	2	0	Amphibious, Martial
Changeling	2	-1	2	0	1	Horrify, Amorphous
Shifter	3	2	2	2	-2	Savage, Barbs
Kalashtar	3	-1	2	3	3	Stalwart, Regenerate, Magic Resistance
Warforged	3	2	2	3	-1	Bred for War, Frenzy, Made of Sterner Stuff
Zombie	-2	0	2	2	2	Undead, Mindless, Life Drain
Fiend	2	3	1	1	-2	Hellspawn, Barbs, That Just Made Them Angry
Treant	0	2	0	2	0	Siege Engine, Twisting Roots, Hurl Rocks
Dragon	3	3	0	0	0	Siege Engine, Brutal, Ravenous

Experience

Describes how battle seasoned a unit is. Below are the categories of experience:
Green, Regular, Seasoned, Veteran:, Elite, Super Elite.
Experience affects **Attack, Toughness, and Morale.**

UNIT EXPERIENCE

Level	Attack	Power	Defense	Toughness	Morale
Green	0	0	0	0	0
Regular	+1	0	0	+1	+1
Seasoned	+1	0	0	+1	+2
Veteran	+1	0	0	+1	+3
Elite	+2	0	0	+2	+4
Super-elite	+2	0	0	+2	+5

Equipment

Light, Medium, Heavy, Super Heavy. Equipment grants bonuses to **Power and Defense.**

UNIT EQUIPMENT

Equipment	Attack	Power	Defense	Toughness	Morale
Light	0	+1	+1	0	0
Medium	0	+2	+2	0	0
Heavy	0	+4	+4	0	0
Super-heavy	0	+6	+6	0	0

Type

Levies: Can be attacked by anything. Cannot pay upkeep.
Infantry: Can't be attacked by infantry while levies are on field
Archers: Cannot be attacked by infantry/levies while infantry is on field
Cavalry: Cannot be attacked by infantry or levies, archers attack at disadv. Can only attack every other round, unless engaged.
Flying: Can only be attacked by archers and flying units. Can attack any unit
Fortifications: Can only be attacked by siege engines
Siege Engines: Can attack infantry, levies, archers, fortifications. Can only be attacked by flyers until all i,a,c are off field.

UNIT TYPE

Type	Attack	Power	Defense	Toughness	Morale	Cost Modifier
Flying	0	0	0	0	+3	2×
Archers	0	+1	0	0	+1	1.75×
Cavalry	+1	+1	0	0	+2	1.5×
Levies	0	0	0	0	-1	0.75×
Infantry	0	0	+1	+1	0	1×
Siege Engine	+1	+1	0	+1	0	1.5×

Size

d4-d12 die representing health. Casulaty Die is decremented each time a unit fails a morale check, or an attacker succeeds on a power check. Pay to improve 1/week

UNIT SIZE

Size	Cost Modifier
1d4	0.66×
1d6	1×
1d8	1.33×
1d10	1.66×
1d12	2×

Attack/Defense

This is the to hit/AC equivalent. Roll a d20 and add attack. This must equal or exceed enemy's defense. Reference the unit types to see the limitations of your unit's targets. A sucess results in a power check, a nat 20 results in 2.

Power/Toughness

Damage equivalent, attacker makes power check against units toughness, success decrements casualty die.

Morale:

DC for spells, and affects size on checks



Traits

UNIT TRAITS

NAME	DESCRIPTION
Amphibious	This unit does not suffer terrain penalties for fighting in water or on land.
Bred for War	This unit cannot be diminished, and cannot have disadvantage on Morale checks.
Brutal	This unit inflicts 2 casualties on a successful Power check.
Courageous	Once per battle, this unit can choose to succeed on a Morale check it just failed.
Eternal	This unit cannot be horrified, and it always succeeds on Morale checks to attack undead and fiends.
Frenzy	If this unit diminishes an enemy unit, it immediately makes a free attack against that unit.
Horrify	If this unit inflicts a casualty on an enemy unit, that unit must make a DC 15 Morale check. Failure exhausts the unit.
Martial	If this unit succeeds on a Power check and its size is greater than the defending unit, it inflicts 2 casualties.
Mindless	This unit cannot fail Morale checks.
Regenerate	When this unit refreshes, increment its casualty die. This trait ceases to function if the unit suffers a casualty from battle magic.
Ravenous	While any enemy unit is diminished, this unit can spend a round feeding on the corpses to increment their casualty die.
Hurl Rocks	If this unit succeeds on an Attack check, it inflicts 2 casualties. against fortifications, it inflicts 1d6 casualties.
Savage	This unit has advantage on the first Attack check it makes each battle.
Stalwart	Enemy battle magic has disadvantage on Power checks against this unit.
Twisting Roots	As an action, this unit can sap the walls of a fortification. Siege units have advantage on Power checks against sapped fortifications.
Undead	Green and regular troops must pass a Morale check to attack this unit. Each enemy unit need only do this once.

Upkeep

After each battle, a unit must be payed 1/10th of its cost. A unit that has not been payed suffers disadvantage on morale checks. Twice in a row and it disbands. For Mercs, upkeep is doubled.
Equipment: Every level, you may improve the equipment of units, paying for the difference in cost.
Experience: For every 2 battles a unit survives without breaking morale or retreating, its experience can go up. This requires a week of training at a stronghold.
Size: If you have doubles of a unit, you may combine, to increase the size die. Additionally, each level you may pay the difference

Attitude

Allied: Normal Cost to Buy/Upkeep
Friendly: 25% Increase
Neutral: 50% Increase
Hostile: You cannot buy this unit

Ambassadors: Allow you to buy a unit of that race as if it was friendly. Signed treaties etc could lead to an alliance instead.

Trait	Description	Cost
Unseen	The first attack check made by this unit in a battle automatically succeeds	100
Amorphous	The unit can move into the space of another unit, occupying their space. As such, the unit can attack archers while enemy infantry are still on the field.	50
Strength Drain	If a unit a casualty on an engaged unit, That unit loses 1 Power. Power is restored the next day.	200
Hellspawn	Mortal Units must make a DC 15 morale check in order to attack this unit	200
Barbs	Whenever Infantry inflicts casualties on this unit, the unit automatically makes a DC 8 Power check against the enemy.	150
Magic Resistance	The unit has advantage on saving throws against magic	100
Life Drain	Successful Power checks exaust enemy units.	200
Made of Sterner Stuff	Enemy Battle Magic has Disadvantage on Power checks	150
That Just Made Them Angry	While diminished, this unit has advantage on attack checks. Enemy power checks have disadvantage.	100

Battle

Issuing an Order

On a players turn during initiative, they may issue an order to a fresh allied unit. The default order is attack, but depending on the unit, you may have other options, such as battle magic. Think of this as the unit's action.

Each turn, the DM may issue orders to an equal amount of unit cards as the players. Battle Rules:

Issuing an order exhausts (flip) a unit. Once all of your units are exhausted, they all refresh.

Rally

if a unit is removed, make a DC 15 morale check to stay at 1. Only works once.

Diminished

once a unit is half size, it's diminished. When you suffer a casualty, make a dc 15 morale check to take another. Levies are always diminished.

Charge

Some units, like calvary, have a special attack called charge. It's rolled at advantage, and on a successful power check inflicts 2 casualties. The charging unit then becomes engaged with the target. Once engaged, you cannot charge.

Engage/Disengage

Sometimes a unit can engage an enemy. When this happens, the two cannot attack anyone else. The attacking unit can disengage as an order (DC 13 Morale check) and become disengaged next turn.

Retreat

As an order, you may order all of your units to retreat early. All units must be fresh. All units make a DC 15 Morale check to be removed from battle. No matter what you retreat, but suffer the effects of defeat, and potential failed morale checks.

Victory

Victory of a battle oftentimes has a condition, stated by the DM. examples include:

If the enemy leader is defeated, the army automatically disbands. : If a fortification falls, all levies leave, allies will retreat, and all other units make a DC 15 Morale check.

If either side loses all of their infantry, remaining units retreat.

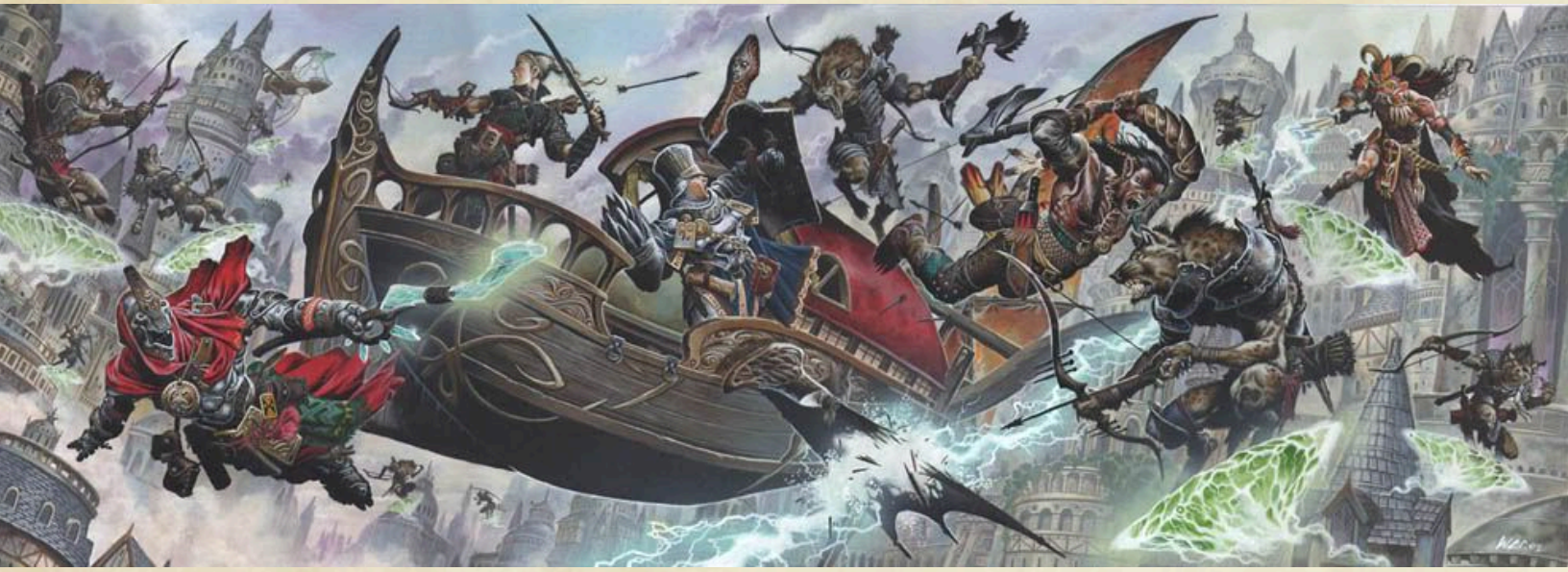
If the PC's are defeated in battle, their army disbands.

Defeat

A winning side now gets an additional action in primary combat, like on a nat 20.This can be used to make an attack or cast a spell with a casting time of one action.

Recovery

The day after a battle, a wounded unit's die goes up by one. After this, it takes a week per point, until you reach the next die incriment, where you would stay until upkeep. IE, a d8 sized unit that is reduced to 5 would recover to 6 the following day, but would not reach 7 the following week.



George's Allies

Chaos Mage

ARMOR: Light (AC 13)
PRIMARY ABILITY: Charisma
SAVES: Constitution, Charisma
SKILLS: Deception, Persuasion
SIGNATURE ATTACK: Roll 1d4: 1 = *acid splash*, 2 = *fire bolt*, 3 = *poison spray*, 4 = *ray of frost*.
SPECIAL ACTIONS
3RD-LEVEL (3/DAY): Roll 1d4: 1 = *blur*, 2 = *enhance ability*, 3 = *invisibility*, 4 = *mirror image*.
5TH-LEVEL (1/DAY): Roll 1d4: 1 = *fireball*, 2 = *lightning bolt*, 3 = *sleet storm*, 4 = *stinking cloud*.
7TH-LEVEL (1/DAY): Roll 1d4: 1 = *blight*, 2 = *ice storm*, 3 = *polymorph*, 4 = *fire wall*.

Shaper

ARMOR: Light (AC 13)
PRIMARY ABILITY: Intelligence
SAVES: Intelligence, Wisdom
SKILLS: Insight, History
SIGNATURE ATTACK: *fire bolt*
SPECIAL ACTIONS
3RD-LEVEL (3/DAY): *blink*
5TH-LEVEL (1/DAY): *haste*
7TH-LEVEL (1/DAY): *polymorph*

ZIL SOLDIERS

GNOME REGULAR
SUPER-HEAVY INFANTRY

COST: 430

ATTACK:	+2	DEFENSE:	18
POWER:	+5	TOUGHNESS:	11
MORALE:	+2	SIZE:	1d6

TRAITS

Regenerate. When this unit refreshes, increment its casualty die.This trait ceases to function if the unit suffers a casualty from battle magic.

Commanded by George

GHAASH'KALA

ORC REGULAR
SUPER-HEAVY INFANTRY

COST: 350

ATTACK:	+3	DEFENSE:	18
POWER:	+7	TOUGHNESS:	13
MORALE:	+3	SIZE:	1d6

TRAITS

Savage. This unit has advantage on the first attack check it makes each battle.

Commanded by George

ZIL GLIDERS

GNOME REGULAR
SUPER-HEAVY FLYING

COST: 547

ATTACK:	+2	DEFENSE:	17
POWER:	+5	TOUGHNESS:	10
MORALE:	+5	SIZE:	1d4

TRAITS

Regenerate. When this unit refreshes, increment its casualty die.This trait ceases to function if the unit suffers a casualty from battle magic.

Commanded by George

Bouncers (Hill Giant x2)

Treant

Moralin's Allies

Acolyte of Darkness

ARMOR: Medium (AC 15)
PRIMARY ABILITY: Dexterity, Wisdom
SAVES: Strength, Dexterity
SKILLS: Acrobatics, Stealth
SIGNATURE ATTACK: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 2) bludgeoning damage.
SPECIAL ACTIONS
3RD-LEVEL (3/DAY): *darkness*
5TH-LEVEL (3/DAY): *Shadow Drain.* The acolyte makes two signature attacks. If both attacks hit, the acolyte heals one health level.
7TH-LEVEL (3/DAY): *Shadow Door.* The acolyte teleports up to 30 feet to an unoccupied space it can see and makes two signature attacks.

Illusionist

ARMOR: Light (AC 13)
PRIMARY ABILITY: Intelligence
SAVES: Intelligence, Wisdom
SKILLS: Deception, Persuasion
SIGNATURE ATTACK: *poison spray*
SPECIAL ACTIONS
3RD-LEVEL (3/DAY): *hypnotic pattern*
5TH-LEVEL (3/DAY): *slow*
7TH-LEVEL (1/DAY): *phantasmal killer*

Swordmaster

ARMOR: Heavy (AC 18)
PRIMARY ABILITY: Strength
SAVES: Strength, Constitution
SKILLS: Athletics, Survival
SIGNATURE ATTACK: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) slashing damage.
SPECIAL ACTIONS
3RD-LEVEL (3/DAY): *Gaping Wound.* The swordmaster makes an attack with their signature attack against an adjacent creature. On a hit, the target starts bleeding, taking 3 (1d6) damage at the start of each of its following turns. At the end of each of its turns, it can make a Constitution save to stop the bleeding.
5TH-LEVEL (3/DAY, BONUS ACTION): *Challenge.* The swordmaster issues a challenge to an adjacent creature. For 1 minute, if that creature attempts to attack a target other than the swordmaster, or attempts to move away from the swordmaster, the swordmaster immediately makes two attacks with their signature attack against that creature, ending the Challenge.
7TH-LEVEL (3/DAY, REACTION): *Retaliate.* After being hit by a melee attack, the swordmaster can immediately make three attacks against the attacker with its signature attack.



THE UMBRAGEN

ELF ELITE
SUPER-HEAVY ARCHERS

COST: 902

ATTACK:	+4	DEFENSE:	16
POWER:	+7	TOUGHNESS:	12
MORALE:	+6	SIZE:	1d8

TRAITS

Eternal. This unit cannot be horrified, and it always succeeds on morale checks to attack undead and fiends.
Unseen. The first attack this unit makes in battle automatically suceeds

Commanded by Moralin



DRACONIC SOLIDERS

DRAGONBORN REGULAR
SUPER-HEAVY INFANTRY

COST: 390

ATTACK:	+3	DEFENSE:	18
POWER:	+8	TOUGHNESS:	13
MORALE:	+2	SIZE:	1d6

TRAITS

Courageous. Once per battle, this unit can choose to succeed on a morale check it just failed.
Frenzy. If this unit diminishes an enemy unit, it immediately makes a free attack against that unit.

Commanded by Moralin

Genie (Djinni)

Bouncer (Hill Giant)

DJ Spooky (Ghost)

Falconhoof's Allies

Spirit Warden (Silhorn)

ARMOR: Medium (AC 15)
PRIMARY ABILITY: Strength
SAVES: Strength, Constitution
SKILLS: Nature, Survival
SIGNATURE ATTACK: *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.
SPECIAL ACTIONS
3RD-LEVEL (3/DAY, BONUS ACTION): *Grizzly Resistance.* The spirit warden and its leader have resistance to all damage until the end of the spirit warden's next turn.
5TH-LEVEL (3/DAY, BONUS ACTION): *Raptor Dive.* The spirit warden uses the Dash action. This movement does not provoke opportunity attacks.
7TH-LEVEL (1/DAY): *Ferocious Whirlwind.* The spirit warden immediately makes an attack with its signature attack against all adjacent enemies. Hits deal an extra 6 (1d12) slashing damage.

Chaos Mage

ARMOR: Light (AC 13)
PRIMARY ABILITY: Charisma
SAVES: Constitution, Charisma
SKILLS: Deception, Persuasion
SIGNATURE ATTACK: Roll 1d4: 1 = *acid splash*, 2 = *fire bolt*, 3 = *poison spray*, 4 = *ray of frost*.
SPECIAL ACTIONS
3RD-LEVEL (3/DAY): Roll 1d4: 1 = *blur*, 2 = *enhance ability*, 3 = *invisibility*, 4 = *mirror image*.
5TH-LEVEL (1/DAY): Roll 1d4: 1 = *fireball*, 2 = *lightning bolt*, 3 = *sleet storm*, 4 = *stinking cloud*.
7TH-LEVEL (1/DAY): Roll 1d4: 1 = *blight*, 2 = *ice storm*, 3 = *polymorph*, 4 = *fire wall*.

VALENAR GUARD

ELF REGULAR
SUPER-HEAVY INFANTRY

COST: 300

ATTACK:	+3	DEFENSE:	17
POWER:	+6	TOUGHNESS:	12
MORALE:	+2	SIZE:	1d6

TRAITS

Eternal. This unit cannot be horrified, and it always succeeds on morale checks to attack undead and fiends.

Commanded by Falconhoof

ZIL SOLIDERS

GNOME REGULAR
SUPER-HEAVY INFANTRY

COST: 430

ATTACK:	+2	DEFENSE:	18
POWER:	+5	TOUGHNESS:	11
MORALE:	+2	SIZE:	1d6

TRAITS

Regenerate. When this unit refreshes, increment its casualty die.This trait ceases to function if the unit suffers a casualty from battle magic.

Commanded by Falconhoof

Wilfred (Young Copper Dragon)

Vilhelmina (Adult Copper Dragon)

The Three Guardians (Treant)

Zekkor's Allies

Aerenal Horsemen

ELF REGULAR
MEDIUM CAVALRY

COST: 350

ATTACK:	+4	DEFENSE:	12
POWER:	+3	TOUGHNESS:	11
MORALE:	+4	SIZE:	1d6

TRAITS

Eternal. This unit cannot be horrified, and it always succeeds on morale checks to attack undead and fiends.

Charge. Cannot use while engaged. A Charge is an attack with advantage on the Attack check.It inflicts 2 casualties on a successful Power check.The charging unit is then engaged with the defending unit and must make a DC 13 Morale check to disengage.

Commanded by Zekkor

Aerenal Warriors

ELF SEASONED
LIGHT INFANTRY

COST: 220

ATTACK:	+3	DEFENSE:	12
POWER:	+1	TOUGHNESS:	12
MORALE:	+3	SIZE:	1d6

TRAITS

Eternal. This unit cannot be horrified, and it always succeeds on morale checks to attack undead and fiends.

Commanded by Zekkor

Aerenal Elves

ELF SEASONED
LIGHT INFANTRY

COST: 220

ATTACK:	+3	DEFENSE:	12
POWER:	+1	TOUGHNESS:	12
MORALE:	+3	SIZE:	1d6

TRAITS

Eternal. This unit cannot be horrified, and it always succeeds on morale checks to attack undead and fiends.

Commanded by Zekkor

Zil Soldiers

GNOME REGULAR
MEDIUM INFANTRY

COST: 350

ATTACK:	+2	DEFENSE:	14
POWER:	+1	TOUGHNESS:	11
MORALE:	+2	SIZE:	1d6

TRAITS

Regenerate. When this unit refreshes, increment its casualty die.This trait ceases to function if the unit suffers a casualty from battle magic.

Commanded by Zekkor

Zil Riders

GNOME VETERAN
MEDIUM CAVALRY

COST: 530

ATTACK:	+3	DEFENSE:	13
POWER:	+2	TOUGHNESS:	10
MORALE:	+6	SIZE:	1d6

TRAITS

Regenerate. When this unit refreshes, increment its casualty die.This trait ceases to function if the unit suffers a casualty from battle magic.

Charge. Cannot use while engaged. A Charge is an attack with advantage on the Attack check.It inflicts 2 casualties on a successful Power check.The charging unit is then engaged with the defending unit and must make a DC 13 Morale check to disengage.

Commanded by Zekkor

Draconic Soldiers

DRAGONBORN REGULAR
MEDIUM INFANTRY

COST: 310

ATTACK:	+3	DEFENSE:	14
POWER:	+4	TOUGHNESS:	13
MORALE:	+2	SIZE:	1d6

TRAITS

Courageous. Once per battle, this unit can choose to succeed on a morale check it just failed.

Frenzy. If this unit diminishes an enemy unit, it immediately makes a free attack against that unit.

Commanded by Zekkor

Emili's Allies

Mystic

ARMOR: Medium (AC 15)
PRIMARY ABILITY: Wisdom
SAVES: Intelligence, Wisdom
SKILLS: Arcana, Insight
SIGNATURE ATTACK: *poison spray*
SPECIAL ACTIONS
3RD-LEVEL (3/DAY): *moonbeam*
5TH-LEVEL (1/DAY): *call lightning*
7TH-LEVEL (1/DAY): *ice storm*

Knight-Sorcerer

ARMOR: Heavy (AC 18)
PRIMARY ABILITY: Strength
SAVES: Strength, Constitution
SKILLS: Arcana, Insight
SIGNATURE ATTACK: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.
SPECIAL ACTIONS
3RD-LEVEL (3/DAY): *shield*
5TH-LEVEL (3/DAY): *thunderwave*
7TH-LEVEL (3/DAY, BONUS ACTION): *Spellblade.* The knight-sorcerer casts *firebolt*.

Acolyte of the Way

ARMOR: Medium (AC 15)
PRIMARY ABILITY: Dexterity, Wisdom
SAVES: Strength, Dexterity
SKILLS: Acrobatics, Athletics
SIGNATURE ATTACK: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage.
SPECIAL ACTIONS
3RD-LEVEL (3/DAY): *Fists of Fury.* The acolyte makes two signature attacks. If both attacks hit the same target, the target is knocked back 5 feet.
5TH-LEVEL (3/DAY, REACTION): *Stunning Follow-up.* As a reaction to taking damage from an adjacent creature, the acolyte immediately makes two signature attacks against its attacker. If both attacks hit, the attacker is stunned.
7TH-LEVEL (3/DAY, BONUS ACTION): *Body and Soul.* The acolyte heals 2 health levels.

WHITECLIFF LOSERS

DWARF REGULAR
SUPER-HEAVY CAVALRY

COST: 397

ATTACK:	+5	DEFENSE:	17
POWER:	+8	TOUGHNESS:	12
MORALE:	+5	SIZE:	1d4

TRAITS

Stalwart. Enemy battle magic has disadvantage on power checks against this unit.

Charge. Cannot use while engaged. A Charge is an attack with advantage on the Attack check.It inflicts 2 casualties on a successful Power check.The charging unit is then engaged with the defending unit and must make a DC 13 Morale check to disengage.

Commanded by Emili

AQUAN SOLDIERS

GENASI REGULAR
SUPER-HEAVY INFANTRY

COST: 399

ATTACK:	+3	DEFENSE:	17
POWER:	+8	TOUGHNESS:	14
MORALE:	+1	SIZE:	1d8

TRAITS

Amphibious. This unit does not suffer terrain penalties for fighting in water or on land.

Commanded by Emili

HAL-MABA GUARD

SAHUGAN VETERAN
SUPER-HEAVY INFANTRY

COST: 552

ATTACK:	+3	DEFENSE:	17
POWER:	+8	TOUGHNESS:	14
MORALE:	+3	SIZE:	1d8

TRAITS

Amphibious. This unit does not suffer terrain penalties for fighting in water or on land.

Martial. If this unit succeeds on a power check and its size is greater than the defending unit, it inflicts 2 casualties.

Commanded by Emili

WHITECLIFF NOOBS

DWARF REGULAR
SUPER-HEAVY INFANTRY

COST: 360

ATTACK:	+4	DEFENSE:	18
POWER:	+7	TOUGHNESS:	13
MORALE:	+3	SIZE:	1d6

TRAITS

Stalwart. Enemy battle magic has disadvantage on power checks against this unit.

Commanded by Emili

The Merchant's Guild
Potions

Items	DMPG Price
Blood of the Lycanthrope Antidote	500
Bottled Breath	350
Elixir Of Health	2,000
Mummy Rot Antidote	150
Oil Of Etherealness	2,000
Oil Of Sharpness	2,200
Oil Of Slipperiness	250
Perfume Of Bewitching	75
Philter Of Love	150
Potion of Advantage	125
Potion Of Animal Friendship	200
Potion of Aqueous Form	1,000
Potion Of Clairvoyance	900
Potion Of Climbing	30
Potion Of Comprehension	25
Potion Of Diminution	500
Potion of Dragon's Majesty	15,000
Potion Of Fire Breath	350
Potion Of Flying	2,500
Potion Of Gaseous Form	1,500
Potion Of Giant Size	11,000
Potion Of Giant Strength (Cloud)	1,800
Potion Of Giant Strength (Fire)	1,200
Potion Of Giant Strength (Frost/Stone)	650
Potion Of Giant Strength (Hill)	125
Potion Of Giant Strength (Storm)	8,000
Potion Of Growth	300
Potion Of Healing	50
Potion Of Healing (Greater)	300
Potion Of Healing (Superior)	750
Potion Of Healing (Supreme)	1,500
Potion Of Heroism	800
Potion Of Invisibility	2,000
Potion Of Invulnerability	1,500
Potion Of Longevity	3,000
Potion of Maximum Power	2,000
Potion Of Mind Control (Beast)	1,600
Potion Of Mind Control (Humanoid)	2,500
Potion Of Mind Control (Monster)	6,000
Potion Of Mind Reading	1,100
Potion Of Poison	500
Potion of Possibility	1,900
Potion Of Resistance	500
Potion Of Speed	2,000
Potion Of Vitality	1,800
Potion Of Watchful Rest	35
Potion Of Water Breathing	400
Thessaltoxin Antidote	100

One Eyed Jabra

Jabra is a night hag said to be a distant cousin of the Daughters of Sora Kell. She is an extremely skilled alchemist that owns a small tent-based shop in the city of Graywall, as well as one of the founding members of The Merchant's Guild. In addition to selling traditional potions, she also produces unusual and possibly dangerous elixirs. It is said she has the ability to bottle the dreams and nightmares of an individual, which she then sells for a pretty penny.



Eberron Brews

Dragon's Blood. This dark fluid is distributed exclusively by the Daask criminal organization within the city of Sharn. While its alchemical makeup is still a mystery, it is known that it is not actually the blood of a dragon. It comes in three varieties—tar black, midnight blue, and blood red.

Dragon's blood is extremely dangerous and its effects can only be experienced by creatures with the Spells of the Mark racial feature. In addition, creatures immune to poison gain no benefit from drinking dragon's blood.

Black: For an hour after you drink a dose of black dragon's blood, whenever a racial feature allows you to roll a d4 and add it to the result of certain kinds of ability checks, you may roll a d12 instead.

Blue: When you drink a dose of blue dragon's blood, you may cast any spell you can normally cast from a racial feature, or a spell from your Spells of the Mark table with a spell level up to half of your character level (round down) without expending its use or using a spell slot. You have one hour to cast a spell this way, and once you do the effect of blue dragon's blood wears off. Your spellcasting ability for spells cast with blue dragon's blood is the same as the spellcasting ability for the spells you can cast as a racial feature.

Red: When you drink a dose of red dragon's blood, you gain the ability to cast a spell of the Siberys version of your dragonmark, as detailed in the Siberys Dragonmark feat in Chapter 3. You must cast this spell within the next hour, and you may only do so once. When you do, it requires no components.

All forms of dragon's blood are severely physically addictive, and a single usage is often enough to cause an overdose reaction. When you imbibe a dose of any kind of dragon's blood, you make a Constitution saving throw. If you fail this saving throw, you become cursed with nonmagical addiction one hour after you imbibe the dragon's blood. If you fail this saving throw by 5 or more, you immediately suffer poison damage when you imbibe the substance. The saving throw's DC and the damage you suffer depend on the variety of dragon's blood you imbibe, as indicated on the dragon's blood side effects table. If you are immune to disease, you cannot become cursed by drinking dragon's blood.

While cursed by this nonmagical addiction, you have a number of permanent levels of exhaustion, as indicated on the dragon's blood side effects table for the variety of dragon's blood that caused you to be cursed. While cursed, resting and magic cannot restore these levels of exhaustion, but imbibing a dose of dragon's blood with a higher DC than the one that caused you to become cursed (or red dragon's blood, if you are cursed by the red variety) allows you to ignore all levels of exhaustion you have due to this nonmagical addiction until you finish a long rest (you must still make a Constitution saving throw to avoid becoming addicted to this more potent variety of dragon's blood). A *remove curse* or *greater restoration* spell can remove this curse.

Dragon's Blood Side Effects

Variety	DC	Poison Damage	Exhaustion
Blue	15	7 (2d6)	1 level
Black	20	14 (4d6)	2 levels
Red	25	28 (8d6)	4 levels

Alchemical Wrath

Potion, rare

Developed during the Last War, *alchemical wrath* is an elixir that causes its imbiber to enter a state of pure berserk fury. Mass production was quickly abandoned when it became readily apparent that many soldiers who partook of the experimental concoction and died in battle actually suffered no grievous injuries and in fact dropped dead after the fighting was over. Nowadays, this extremely potent draught can only be found on the black market.

When you drink *alchemical wrath*, for 1 minute afterward you may make an extra attack when you take the Attack action on your turn. While many warriors find *alchemical wrath* to be exhilarating, it is not actually addictive, though it takes a serious toll on the those who drink it. Every time you imbibe a dose of *alchemical wrath*, at the end of its duration, your current and maximum hit points are reduced by 5 points for every dose you took since your last long rest (5 after the first dose, 10 after the second, etc.). If this reduces your current or maximum hit points to 0, you immediately die.

Every time you finish a long rest, the reduction of your maximum hit points from the oldest dose is restored.

Goodberry Wine

Potion, rare

This bottle of magical wine is made from berries created with the *goodberry* spell through a process that preserves their healing properties. This magical fermenting technique is known only to one circle of druids that make their home in the Greenhaunt forest of northern Breland. Until the Day of Mourning, the wine was merely a curiosity and a local delicacy of the hamlet of Hatheril just outside the forest. Now, the yearly vintage of *goodberry wine* is a hot commodity with scavengers, the Wayfinder Foundation, and other parties interested in exploring the Mournland, as *goodberries* and *goodberry wine* are among the few magical healing effects that still function beyond the dead-gray mists of the Mournland. Because of this high demand among interested parties, a single bottle of goodberry wine can go for as much as 8,000 gp.

Each bottle of *goodberry wine* contains enough wine for 5 glasses. Once consumed, each glass restores 20 hit points (even if the imbiber is inside the Mournland) and provides enough nourishment to sustain a Small or Medium sized humanoid for 24 hours.

More importantly for those exploring the Mournland, if the imbiber finishes a long rest within 12 hours of consuming a glass of *goodberry wine*, they recover hit points and hit dice as normal for finishing a long rest (hit points and hit dice are typically not recovered after long rests within the Mournland). A single creature cannot benefit from more than one glass of *goodberry wine* in a given 24-hour period.

Harvesting

Harvesting Checks

There are a few ways to harvest the monsters found in the worlds of Dungeons & Dragons, and doing so can impact the nature of the game being played. What follows are some suggestions as to how the characters might be able to harvest a recently deceased creature.

Ability Check

When a character attempts to harvest a creature, they must first succeed on a specific ability check to successfully harvest the components from it. The nature of the ability check depends on the monster's type. The following table should be seen as a suggestion for splitting up the checks and can be changed to better fit the nature of the game at hand.

Type of Ability Check

Creature Type	Ability Check
Beast, dragon, giant, monstrosity, plant	Nature
Humanoid	Survival
Celestial, fiend, undead	Religion
Aberration, construct, elemental, fey, ooze	Arcana

The DC of the check is determined by the CR of the creature being harvested, but the harvesting check DC cannot be lower than 10 and cannot be higher than 30. If a character succeeds on the ability check, they are able to harvest all available loot on the monster. If they fail the check, the character is only able to harvest half of the items.

Harvesting Check DC = 10 + monster CR (not lower than 10 and not higher than 30)

If the character fails the check by 5 or more, a mishap occurs during the harvesting process. This could be anything from piercing a gland of acid to an environmental accident, such as a rock slide covering the creature. Regardless of the nature of the mishap, all loot is lost.

Remember that two characters can help one another harvest a creature. This means that one of them gains advantage on their roll, thereby increasing their chances of successfully looting the monster.

Harvest Time

The size of the creature being harvested can heavily impact how long it takes to completely loot the monster. If the adventurers are unwilling to harvest for the entire duration, or they are somehow interrupted, they only get a portion of the loot. The amount of loot they get in such a situation varies and is decided by the DM.

Time Spend Harvesting

Monster Size	Time to Fully Harvest
Tiny	Less than ½ hour
Small	½ hour
Medium	1 hour
Large	2 hours
Huge	4 hours
Gargantuan	8+ hours

Couatl

- 1d6 Celestial Feathers. Two feathers can be used as fletching on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these feathers deal an additional 1d8 radiant damage on a hit. After the ammunition has been fired, it loses this property.
- 1d2 Couatl Fangs. Can be crafted into a dagger (200 gp, 14 days). Requires attunement. Once per day, you can use the weapon to force a creature you hit with the weapon to make a DC 13 Constitution saving throw. On a failed save, the creature falls unconscious for 24 hours or until it is woken up by taking damage or by another creature using an action to shake it awake.
- 1 Couatl Hide. Can be crafted into a cloak of nondetection (200 gp, 14 days). While wearing this cloak, you become immune to scrying and to any effect that would sense your emotions, read your thoughts, or detect your location as long as you are wearing the cloak.

Ancient Blue Dragon

- 1 Ancient Blue Dragon Lightning Sparker. As an action, you slam this sparker into the ground. Each creature in a 20 foot line that is 5 feet wide must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one. The sparker is unstable and will burst 3d6 hours after being harvested, regardless of if it was slammed or not.
- 2d6 Blue Dragon Claws. Can be crafted into a dagger (150 gp, 9 days). On a hit, you deal an additional 1d6 lightning damage with this weapon.
- 1d2 Blue Dragon Fangs. Can be crafted into a shortsword (150 gp, 9 days). On a hit, you deal an additional 1d6 lightning damage with this weapon.
- 1 Blue Dragon Hide. Can be crafted into a set of light armor (2000 gp, 60 days). While wearing this armor, you have resistance to lightning damage. Two sets of armor can be crafted from this hide.
- 2d12 Blue Dragon Scales. If you have 20 scales, you can craft them into scale mail armor (2000 gp, 60 days). While wearing this armor, you have resistance to lightning damage.
- 2d12 Blue Dragon Teeth. One tooth can be used as the tip on an arrow or a crossbow bolt. Ranged attacks that use ammunition made from these teeth deal an additional 1d6 lightning damage on a hit. After the ammunition has been fired, it loses this property.
- 1d2 Blue Dragon Wings. One wing can be crafted into a resistant cloak (1000 gp, 30 days). Requires attunement. When worn, you have resistance to lightning damage.
- 10d6 Rations.
- 1d2+2 Sapphires.

Armor

Adamantine Armor	+500
Armor Of Resistance	3,000
Armor Of Vulnerability	1,500
Armor, +1	3,000
Armor, +2	20,000
Battering Shield	850
Demon Armor (plate) (cursed)	7,500
Dragon Scale Mail	15,000
Dragonguard (breastplate)	4,000
Dwarven Plate	25,000
Elven Chain	4,500
Glamoured Studded Leather	4,800
Heward's Hireling Armor (leather)	7,000
Hunter's Coat	5,000
Ild Rune Armor	3,000
Last Stand Armor	6,500
Leather Golem Armor	3,000
Living Armor	9,500
Mariner's Armor	+400
Mind Carapace Armor	+500
Mithral Armor (medium or heavy, not hide)	+450
Mizzium Armor	+1,500
Molten Bronze Skin	+1,300
Ruidium Armor	3,000
Sapphire Buckler	9,000
Scorpion Armor (plate)	2,100

Rings

Rings Of Shared Suffering	500
Band Of Loyalty	300
Guild Signet	350
Horned Ring	10,000
Ring Of Animal Influence	1,000
Ring Of Evasion	4,900
Ring Of Feather Falling	2,200
Ring Of Free Action	4,500
Ring Of Jumping	250
Ring Of Mind Shielding	250
Ring of Obscuring	150
Ring Of Protection	3,000
Ring of Red Fury	6,000
Ring Of Regeneration	40,000
Ring Of Resistance	3,500
Ring Of Shooting Stars	20,000
Ring Of Spell Storing	3,600
Ring Of Swimming	300
Ring Of Telekinesis	25,000
Ring of Temporal Salvation	2,250
Ring Of The Ram	4,000
Ring Of Truth Telling	150
Ring Of Warmth	480
Ring Of Water Walking	500
Ring Of X-Ray Vision	3,500
Rings Of Shared Suffering	400

Shields

Animated Shield	6,000
Arrow-Catching Shield	4,500
Pariah's Shield	1,500
Ruidium Shield	6,000
Sentinel Shield	300
Shield Of Far Sight	750
Shield Of Missile Attraction	1,000
Shield Of The Uven Rune	11,000
Shield, +1	450
Shield, +2	4,000
Shield, +3	22,000
Skold Rune Shield	2,600
Spellguard Shield	36,000
Stein Rune Shield	4,600

Sar Saeran

One of the first merchants to become aqquainted with the NPC's, and member of the Merchant's Guild. The dao djinni is the finest weaponsmith in Fernia. Sometimes he has goods for sale, but he also comes to the Market to discuss commissions. Most of his armor and weapons is able to be modified for style, for a price.



Acheron Blade	900
Berserker Axe	2,000
Blade Of The Medusa	5,500
Blood Spear	375
Bloodaxe	27,000
Bonecounter	4,000
Boomerang +1	400
Boomerang +2	500
Boomerang +3	3,000
Corpse Slayer	1,300
Crystal Blade	6,000
Dagger Of Blindsight	1,000
Dagger Of Venom	1,500
Dancing Sword (any sword)	10,000
Devotee's Censer (flail)	4,500
Duskcrusher	8,500
Dwarven Thrower (warhammer)	25,000
Dyrrn's Tentacle Whip	17,000
Flame Tongue	5,000
Frost Brand (any sword)	11,000
Gambler's Blade	10,000
Giant Slayer (any sword or axe)	4,600
Hellfire Weapon	500
Hew (battleaxe)	800
Ild Rune Weapon (any)	400
Javelin Of Backbiting (or spear)	6,500
Javelin Of Lightning	350
Lightbringer (mace)	1,600
Mace Of Disruption	1,750
Mace Of Smiting	2,000
Mace Of Terror	3,500
Mind Blade (any sword)	2,000
Mind Lash (whip)	750
Moon Sickle, +1	1,500
Moon Sickle, +2	4,000
Moon Sickle, +3	16,500
Needle of Mending	1,400
Nine Lives Stealer (Fully Charged) (any sword)	36,000
Oathbow (longbow)	13,000
Piercer	4,000
Polymorph Blade (any sword)	6,500
Ruidium Weapon	6,000
Scimitar Of Speed	7,500
Seeker Dart	100
Shatterspike (longsword)	550
Skold Rune Weapon	500
Sling Bullets of Althemone	5,500
Spear Of Backbiting (javelin or spear)	6,500
Steel (longsword)	6,500
Storm Boomerang	150
Sun Blade (longsword)	3,500
Sunforger (warhammer)	4,600
Sword Of Life Stealing (any sword)	2,200
Sword Of Sharpness (slashing swords)	42,000
Sword Of The Paruns (longsword)	16,000
Sword Of Vengeance (any sword)	400
Sword Of Wounding (any sword)	2,000
Trident Of Fish Command	300
Two-Birds Sling	4,000

Weapons

Weapon, +1	500
Weapon, +2	2,500
Weapon, +3	15,000

Weapon Materials

Material	Cost	Weight Modifier
Adamantine	+500 gp	x 1.5
Bronzewood	+200 gp	x 0.9
Byeshk	+200 gp	x 1.5
Flametouched Iron	+400 gp	x 1
Mithral	+500 gp	x 0.5
Orichalcum	+400 gp	x 0.5
Silver	+100 gp	x 1
Targath	+300 gp	x 1

Adamantine Weapons

Adamantine is an ultra-hard metal found in meteorites and extraordinary mineral veins. In addition to being used to craft adamantine armor, the metal is also used for weapons.

Some creatures, such as certain types of constructs, are resistant or immune to weapons not made from adamantine. Additionally, melee weapons and ammunition made of adamantine are unusually effective when used to break objects. Whenever an adamantine weapon or piece of ammunition hits an object, the hit is a critical hit.

The adamantine version of a melee weapon or of ten pieces of ammunition costs 500 gp more than the normal versions.

Byeshk Weapons

This lustrous, purple metal is incredibly dense and heavy. It is mined from mountain ranges in western Khorvaire, typically the Byeshk and Graywall Mountains. It is typically worn as jewelry and is considered a precious metal akin to silver, gold, or platinum, though it is not as soft as those metals, and can hold an edge.

Because it is so heavy, byeshk weapons are typically steel with a thin, durable byeshk plating. Druidic sects of the Eldeen Reaches, most often the Wardens of the Wood or Gatekeepers, trade with the peoples of the Byeshk and Graywall Mountains for byeshk ore to make weapons with.

Whenever you hit an aberration with a byeshk weapon, it can't regain hit points until the start of your next turn. Additionally, certain creatures have a distinct aversion to the metal and are resistant or immune to weapons that aren't byeshk.

The byeshk version of a melee weapon or ten pieces of ammunition costs 200 gp more than the normal versions.

BRONZEWOOD WEAPONS

Bronzewood is an especially dense and sturdy wood found only on the Isle of Aerenal that can hold an edge when crafted into one. It is used in place of metal in many applications, including the crafting of weapons.

Bronzewood weapons cannot be corroded by rust or acid (making them immune to deleterious effects caused by rust monsters and black puddings, for example), but have no other unique properties besides their slightly reduced weight.

The bronzewood version of a melee weapon or ten pieces of ammunition costs 200 gp more than normal versions, mainly due to the rarity of bronzewood trees.

FLAMETOUCHED IRON WEAPONS

Flametouched iron is only found in Thrane and is considered sacred by the Church of the Silver Flame. When freshly mined, the raw iron ore appears to be corroded with rust, but when refined it glimmers with a bluish, silvery sheen.

Fiends and undead abhor the touch of flametouched iron. Attacks made with weapons and ammunition forged of flametouched iron ignore any resistance to bludgeoning, slashing, or piercing damage a fiend or non-deathless undead creature has, and deal half damage to such creatures who have immunity to bludgeoning, slashing, or piercing damage.

The flametouched iron version of a melee weapon or ten pieces of ammunition costs 400 gp more than the normal versions.

MITHRAL WEAPONS

Mithral is a gleaming, rare form of silver, lighter and stronger than steel. In addition to being used to craft mithral armor, it can also be used to create light, elegant weapons.

Weapons with the thrown property and ammunition have their normal and long ranges doubled when made from mithral. Melee weapons that do not normally have the heavy property gain the finesse property when made from mithral. Melee weapons that do normally have the heavy property do not have it when made from mithral. Finally, mithral weapons count as silver for the purposes of some creatures' resistances or immunities to weapons not made from silver.

The mithral version of a melee weapon or ten pieces of ammunition costs 500 gp more than the normal versions.

SILVER WEAPONS

Silver is a precious metal usually too soft to be used in th forging of weapons.

However, some monsters that have immunity or resistanc to non-magical weapons are susceptible to silver weapons, s cautious adventurers invest extra coin to plate their weapon with silver.

A silvered weapon or ten pieces of ammunition cost 100 g more than the normal versions. This cost represents not onl the price of the silver, but the time and expertise needed to ad silver to the weapon without making it less effective.

TARGATH WEAPONS

Targath is a soft metal ore mined on the northern coast o Argonnessen and the Seren Isles. It is jealously guarded by th Seren barbarian tribes because it has supernatural health promoting properties.

Carrying a significant amount of targath on your person, such as a weapon or at least ten pieces of ammunition coated in it grants you advantage on saving throws to resist disease.

Mysteriously, targath is also anathema to the deathless elve of the Undying Court, and they are susceptible to weapon coated in it. Whenever you hit an Undying with a targath weapon, it can't regain hit points until the start of your nex turn.

A weapon or ten pieces of ammunition coated in targath cost 300 gp more than the normal versions. This cost represents no only the price of the targath, but the time and expertise needed to add it to the weapon without making it less effective.

Bracers

Bracelet Of Rock Magic	9,000
Bracer Of Flying Daggers	1,000
Bracers Of Archery	350
Bracers Of Defense	4,000
Illusionist's Bracers	13,500

Goggles

Eyes Of Charming	300
Eyes Of Minute Seeing	150
Eyes Of The Eagle	400
Goggles Of Night	300
Mask Of The Beast	200

Boots

Boots Of Elvenkind	400
Boots Of Levitation	4,500
Boots Of Speed	3,000
Boots Of Striding And Springing	200
Boots Of The Winterlands	300
Ise Rune Boots	2,650
Slippers Of Spider Climbing	500
Stein Rune Boots	350

Gauntlets

Claws Of The Umber Hulk	4,300
Gauntlets Of Ogre Power	450
Gloves Of Missile Snaring	325
Gloves Of Swimming And Climbing	250
Gloves Of Thievery	300

Belts

Belt Of Dwarvenkind	5,000
Belt Of Giant Strength (Fire)	36,000
Belt Of Giant Strength (Hill)	4,000
Belt Of Giant Strength (Stone/Frost)	12,000

Helm/Stones

Cap Of Water Breathing	450
Circlet Of Blasting	350
Hat Of Disguise	475
Headband Of Intellect	450
Helm Of Brilliance	32,000
Helm Of Comprehending Languages	200
Helm Of Devil Command	21,500
Helm Of Telepathy	300
Helm Of Teleportation	4,250
Ioun Stone (Absorption)	20,000
Ioun Stone (Agility)	8,000
Ioun Stone (Awareness)	4,000
Ioun Stone (Fortitude)	8,000
Ioun Stone (Insight)	8,000
Ioun Stone (Intellect)	8,000
Ioun Stone (Leadership)	8,000
Ioun Stone (Protection)	3,600
Ioun Stone (Reserve)	4,500
Ioun Stone (Strength)	8,000
Ioun Stone (Sustenance)	3,000
Ioun Stone (Vitality)	1,000
Knave's Eye Patch	2,000
Peregrine Mask	6,000
Spies' Murmur	475

Amulet

Amulet Of Health	4,000
Amulet Of Proof Against Detection And Location	400
Amulet Of Protection From Turning	3,600
Amulet Of The Black Skull	6,400
Amulet Of The Planes	43,000
Brooch Of Shielding	375
Medallion Of Thoughts	300
Necklace Of Adaptation	450
Necklace of Fireballs (1 Bead)	725
Necklace of Fireballs (2 Beads)	1,450
Necklace of Fireballs (3 Beads)	2,175
Necklace of Fireballs (4 Beads)	2,900
Necklace of Fireballs (5 Beads)	3,625
Necklace of Fireballs (6 Beads)	4,350
Necklace Of Prayer Beads (Blessing)	5,000
Necklace Of Prayer Beads (Curing)	5,000
Necklace Of Prayer Beads (Favor)	5,000
Necklace Of Prayer Beads (Smiting)	5,000
Necklace Of Prayer Beads (Summons)	5,000
Necklace Of Prayer Beads (Wind Walking)	5,000
Periapt Of Health	250
Periapt Of Proof Against Poison	4,700
Periapt Of Wound Closure	375

Clothing

Darkweave Clothing

Wondrous item, common

Darkweave clothing is always custom-made. Outfits incorporating *darkweave* clothing typically cost 100 to 200 gp, depending on the tailor and the desired complexity of the outfit.

Raw shadow is woven into the material of *darkweave* clothing, lending a shadowy appearance to you while you wear it. While in areas of dim light or darkness, you may roll 1d4 and add the result to Dexterity (Stealth) checks to avoid being seen.

Oceanic Wrap

Wondrous item, uncommon (requires attunement)

The sahuagin of the Eternal Dominion cultivate certain kinds of seaweed that, when woven into clothing and infused with *kar'lassa* blood, generates moisture endlessly. While wearing an outfit made from oceanic wrap, you are considered to be submerged in water, no matter how dry the environment actually is.

Oceanic wrap clothing can be made in any style of clothing, and it costs as much as a normal outfit of the same style, plus an additional 200 gp.

Cape Of The Mountebank	3,900
Cloak Of Arachnida	14,000
Cloak Of Displacement	3,600
Cloak Of Elvenkind	250
Cloak Of Protection	400
Cloak Of The Bat	4,600
Cloak Of The Manta Ray	350
Hell Hound Cloak	1,700
Ise Rune Cloak	1,200
Mantle Of Spell Resistance	4,200
Piwafwi (Cloak Of Elvenkind)	200
Piwafwi Of Fire Resistance	1,400
Robe Of Eyes	5,000
Robe Of Scintillating Colors	27,000
Robe Of Serpents	375
Robe Of Stars	45,000
Robe Of Summer	2,900
Robe Of Useful Items	400

Glamerweave

Wondrous item, common or uncommon

Glamerweave is clothing imbued with harmless illusory magic. While wearing the common version of these clothes, you can use a bonus action to create a moving illusory pattern within the cloth.

Uncommon *glamerweave* can have the pattern rise from the cloth. For example, a *glamerweave* gown might be wreathed in harmless, illusory flames, while a *glamerweave* hat might have illusory butterflies fluttering around it.

When you make a Charisma (Performance) or Charisma (Persuasion) check while wearing the uncommon version of *glamerweave*, you can roll a d4 and add the number rolled to the check. Once you use this property, it can't be used again until the next dawn.

Shiftweave

Wondrous item, common

When a suit of *shiftweave* is created, up to five different outfits can be embedded into the cloth. While wearing the clothing, you can speak its command word as a bonus action to transform your outfit into your choice of one of the other designs contained within it. Regardless of its appearance, the outfit can't be anything but clothing. Although it can duplicate the look of other magical clothing, it doesn't gain their magical properties.

Mazalene

This angel is the Dominion of Rumors, and she only trades in kind. Anyone who has a particularly interesting story to share with her can get an intriguing—and possibly true—tale from this angel. On the side, she has a persona Annabelle who sells odd clothing.



Attraction Rolls

Throughout Eberron, there are many creatures and characters, with a variety of physical characteristics. It's important "for the plot" to understand if you're dealing with an ugly old hag, or a witch turned milf. Some DM's would disagree, but when your players insist every week to roll for how much of a boner everyone has, you eventually lie down and make up rules.

When a character is introduced, have a player roll a d10, adding the charisma modifier of the character. This determines your "Attractiveness score". Players may also specify "fetishes" which, when triggered, result in a charisma saving throw, with the DC being 10+Attractive level. A failure means despite your best efforts, you are attracted to this individual. Be it an undead form, or a size limitation, or even something like a personality trait, depending on a player's preference they may find themselves falling for a 2 despite their best efforts.





Ships and Elemental Galleons

For the NPC's, travel has always come at a convenience. Whether it was jumping through random portals, various teleportation sigils over Khorvaire, or even their own spells, the group was able to get from point A to point B relatively quickly. But somewhere along their journey, Emili began to put all of her gold into one dream: a ship to carry their adventures to the high seas, and beyond. This section concentrates on homebrew rules set up for sailing adventures, and the combat and roles that come along with it.

The Force Of Nature

1st rate, 125,000 gp

Armor Class 8(+1)
Hit Points 850
Rigging HP 120
Speed 20 mph, 7 (+1 or 2) (180 ft)

Damage Threshold	Effective HP	Cannons	Skeleton Crew
25 (+4)	50	10/20	40

Max Crew 80
Storage 30 tons
Davit Slots 4
Damage Immunities Psychic, Poison
Damage Resistences Fire

Characteristics

Crow's Nest x3. Ranged spell and weapon attacks from the crow's nest have increased range equal to 1/2 their original range. While in the Crows nest, when you succeed on an "Assess" action, you may grant the benefit to another person.

Live Oak Hull (Bow/Stern). +1 AC and +4 damage threshold from attacks to that location. Enhancing the Bow or Stern denies other ships the "Raking Fire" damage bonus from the respective direction.As long as the ship has at least 1 hit point, it regains 10 hit points every minute.

Clockwork Oars. Add 1 speed while in use or 2 to the travel speed if used all day. Each person may work an oar for 6 hours before requiring a Long Rest (or Short Rest but gain a level of exhaustion) before the same individual works again. **Cannons are available while in use.**

Ever-Full Sails. Each of these sails provides 60 ft speed unaffected by wind conditions while the mast is intact. Adds the capability to drop all the sails as an action (Pilot or Captain/First mate/Quartermaster) - Gain double speed for one round but take 50% of your total rigging HP as damage afterwards.

Reinforced Walls x3. The ship's hull is built out of Fernian steel, a material capable of resisting intense heat. Gain fire resistance. +50 Ship HP. This can be taken multiple times, up to 3.

Cloudstone Reinforcement. Due to the cloudlike material coating the bottom of the ship, the density of the ship is able to be manipulated at will. The ship may undergo a transformation, capable of ascending into the air, or concentrating oxygen on the deck to go below waters.

Bound Elemental The helm can be controlled by someone with the Mark of Storm immediately. Someone without the mark must make a contested charimsa check against the elemental in order to control it. Otherwise, the ship continues to move as it did the last time the elemental was controlled.

Improved Mechanism. +1 to Pilot checks.

Temple of the Devourer. The area within 6 hexes of the ship is under the following effects

- Folks who live in the stronghold are immune to disease
- Emili can hear the prayers of all worshippers of the devourer in the area.
- When injured or sick, a great storm will surround the ship, and while healthy, the weather is fair. Emili must imply be on the same plane of existence as the ship.

Weapons

Concussive Ballista x2. Enhanced by abjuration magic, this weapon's attacks burst with raucous noise capable of momentarily distracting and disorienting enemy crews. If this weapon hits a vehicle's hull, that vehicle's speed decreases by 2d10 feet until the start of the attacker's next turn.

Light Cannon x10.

Ammunition: Living Cannonballs (10)

Guardian Figurehead. This figurehead depicts an armored knight. As an action, the ship can activate this item, causing it to animate as an iron golem. The golem acts on the ship's turn when the captain uses one of the ship's actions. The golem remains animated for 1 minute. At the end of that time, it teleports back to its position as a figurehead. Once a ship uses this action, it can't use it again for 24 hours.

Lair Actions

On initiative count 20, Emili can take one of the following stronghold actions. She must be in the same hex as the Force of Nature, and cannot use the same effect again until after a short rest.

- All enemies within 30 ft of you must make a con saving throw of suffer the effects of the contagion spell.
- Shafts of golden light stab down from the sky, penetrating walls and ceilings. They target all fiends and undead within 60 feet of you. Targets mut succeed on a wisdom saving throw or be annihilated.
- You and all allies within the stronghold restore all hit die and gain 30 temporary hit points.

The Heavenly Fleet

The Gilded Unicorn

1st rate, 85,000 gp

Armor Class 8
Hit Points 700
Rigging HP 120
Speed 2 (50 ft)

Damage Threshold	Effective HP	Cannons	Skeleton Crew
25	50	10/26	40

Max Crew 70
Storage 6 tons
Davit Slots 10
Damage Immunities Psychic, Poison
Damage Resistences Fire

Characteristics

Crow's Nest. Ranged spell and weapon attacks from the crow's nest have increased range equal to 1/2 their original range. While in the Crows nest, when you succeed on an "Assess" action, you may grant the benefit to another person.

Arcanist's Shield. A large wooden shield with an open window. Offers 3 / 4 cover. Disadvantage on assess and perception checks when in use. Can be built on crow's nest. If installed on a crows nest, pick a side of the ship (east). It is always in effect toward that side.

Improved Mechanism. +1 to Pilot checks.

Weapons

Light Cannon x10.

- Upgrade(2): Rifling: Increases normal range by 50, and maximum by 25

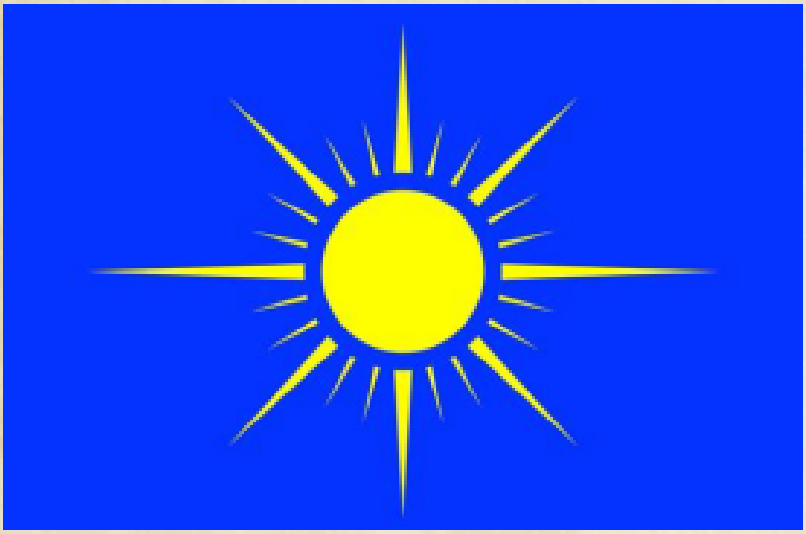
Medium Cannon x8.

Heavy Cannon x8.

- Upgrade(2): Precision: +1 to hit

Ammuniton: 2 Chain, 2 Explosive, 2 Grapeshot

The so-called "Heavenly Fleet" is the youngest and smallest of the Lhazaar Principalities. Staunchly moralistic, the Heavenly Fleet refuses to engage in acts of piracy, instead spending most of their time and energy escorting foreign vessels through the Lhazaar Sea and protecting them from attempted raids. Though the Heavenly Fleet counts only three ships among their number, they receive funding and materiel support from many foreign interests—ensuring that their vessels and equipment are top-of-the-line.



Prince Lorrister

Medium Humanoid (Aasimar, Paladin, Ranger), Lawful Good

Armor Class 19 (*mariner's half-plate*)
Hit Points 60 (8d8 + 24)
Speed 30 ft., fly 30 ft.; swim 30 ft. (with Special Equipment)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	18 (+4)

Saving Throws Con +7, Wis +5, Cha +8
Skills Athletics +6, Insight +9, Persuasion +12, vehicle (water) +9
Damage Resistances necrotic, radiant
Condition Immunities charmed, frightened
Senses passive Perception 11
Languages Common, Celestial, Dwarvish
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Faith's Shield. Lorrister's AC includes a magical +2 bonus.

Sea Legs. Lorrister has advantage on ability checks and saving throws to resist being knocked prone.

Legendary Resistance (2/Day). If Lorrister fails a saving throw, he can choose to succeed instead.

Special Equipment. Lorrister wears *mariner's half-plate* and wields a legendary *holy avenger* rapier gifted to him by an ambassador from Thrane.

While Lorrister wields the drawn *holy avenger*, it creates a 10-foot radius aura around him. He and all allies within the aura have advantage on saving throws against spells and other magical effects.

Actions

Multiattack. Lorrister makes two attacks with his *holy avenger*.

Holy Avenger. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 7) piercing damage plus 7 (2d6) radiant damage. If the target is a fiend or undead, it takes an additional 11 (2d10) radiant damage.

Spellcasting. Lorrister casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 16):

1/day each: *animal friendship, animal messenger, command, darkvision, goodberry, lesser restoration, zone of truth*

Legendary Actions

Lorrister can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Lorrister regains spent legendary actions at the start of his turn.

Attack. Lorrister makes one attack with his *holy avenger*.
Healing Hand. Lorrister or a creature he touches regains 10 hit points.
Wing Attack (Costs 2 Actions). Lorrister beats his wings. Two creatures within 5 feet of him must succeed on a DC 15 Dexterity saving throw or take 12 (2d8 + 3) bludgeoning damage and be knocked prone. Lorrister can then fly up to his flying speed.

The Wind Whisperers

The Brightwind/Air Galleons

unrated, 15,000 gp

Armor Class 13
Hit Points 450 (500 for Brightwind)
Rigging HP 80
Speed 7 (180 ft)

Damage Threshold	Effective HP	Cannons	Skeleton Crew
15	25	3/4	5

Max Crew 15
Storage 3 tons
Davit Slots 2
Damage Immunities Psychic, Poison
Damage Resistences

Characteristics

Improved Turning. The "Come About" maneuver instead rotates the ship 180 degrees.

Small Mast. Beneath 50% rigging HP, targettignv rigging has a -2 to hit.

Crow's Nest. Ranged spell and weapon attacks from the crow's nest have increased range equal to 1/2 their original range. While in the Crows nest, when you succeed on an "Assess" action, you may grant the benefit to another person.

Reinforced Walls. +50 ship HP.

Ram (Brightwind). Increase ramming damage by 2d12 per hex traveled, and the ramming ship only takes 1/4 damage back. If this damage crosses 2x damage threshold, paralyze ship for 1 round.

Weapons

Ballista x8.

Lyrandar Water Galleon

unrated, 15,000 gp

Armor Class 13
Hit Points 450
Rigging HP 40
Speed 7 (180 ft)

Damage Threshold	Effective HP	Cannons	Skeleton Crew
15	25	3/4	5

Max Crew 15
Storage 3 tons
Davit Slots 2
Damage Immunities Psychic, Poison
Damage Resistences Fire

Characteristics

Improved Turning. The "Come About" maneuver instead rotates the ship 180 degrees.

Crow's Nest. Ranged spell and weapon attacks from the crow's nest have increased range equal to 1/2 their original range. While in the Crows nest, when you succeed on an "Assess" action, you may grant the benefit to another person.

Reinforced Walls. +50 ship HP.

Fireproof Deck

Ram. Increase ramming damage by 2d12 per hex traveled, and the ramming ship only takes 1/4 damage back. If this damage crosses 2x damage threshold, paralyze ship for 1 round.

Ease of Access(1). All Cannons require 1 less man to man effciently.

Weapons

Ballista x8.

2 Ballista Harpoons

When the elves who were exiled from Aerenal came to the Lhazaar Principalities, not all settled in Farlnen to create a society of undead worship. Many elves—disenfranchised by the schism the practice of necromancy caused in their society—gave up the practice entirely and settled on the island of Orthoss instead, mingling with the humans already there and embracing their seafaring way of life. In time, the intermixing of these peoples turned Orthoss into a haven for "khoravar"—the name half-elves call their own true-breeding race—and even attracted young rebellious members of House Lyrandar wishing to gain freedom from the stifling responsibilities of their corporate family.



Travel

Travel Speed

The Force of Nature is able to speed along at 20 miles per hour. For shorthand, in an 8 hour travel window, this is going to cover **6 hexes**, where each hex on the overworld map is 25 miles.

This is of course with the advanced powers of Eberron elemental binding, and is standard across the few dozen of these magical wonders in existance. But for a standard sailing ship, it would look like:
1st rate: 1.7 hexes
2nd rate: 1.44 hexes
Unrated: .5 hexes

It should also be noted that sailing longer than 8 hours slows down pace (before a skeleton crew takes over). Add an additional hex for every 4 hours travelled.

Travel Rules

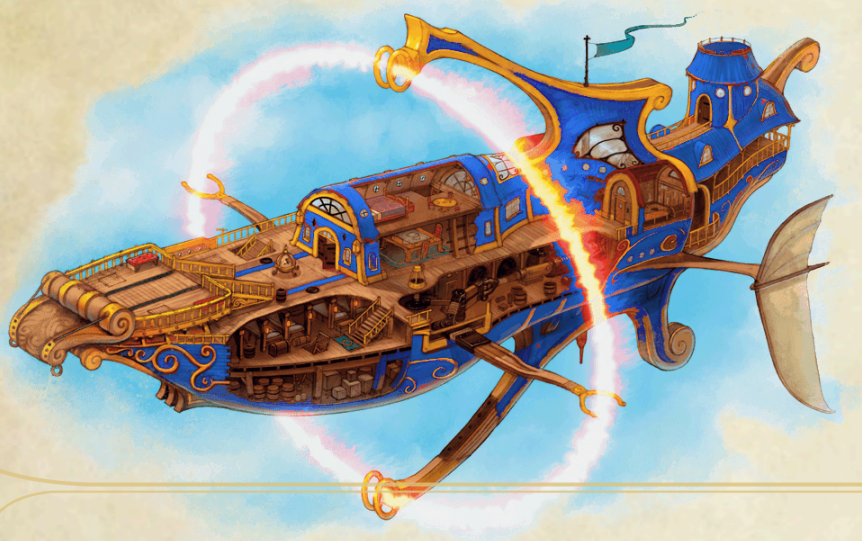
At the start of the day, you can choose either to fulfill one travel role granted by your officer positions, assist another in their role (+1), or neither (see later down). Traditionally, the captain will act as a navigator, and upon suceeding on a Survival/Nature check, will grant the helsman advantage on their role. Getting lost is similar to the hex crawl, where you can veer off course, and only a sucessful navigation check will let you notice. Getting lost will decrease the encounter die by one tier.

Night Shift

You must have 2x your crew to do this. Navigation checks are made at disadvantage at night.

Ascent and Descent

The Force of Nature is a powerhouse in itself, not only capable of flying in the air like many elemental galleons, but also due to a powerful artificer in Port Verge, of going underwater. Similar to hex crawls, going up/down a tier of elevation affects the encounter dice used for the DM to generate random encounters. It may also affect situations where someone is looking for you on the Lhazaar Sea.



Combat

Overview

Most ship encounters won't start until 600 ft away max. Initiative is rolled, using the Helmsman's bonus (+1 for every lookout.)
Officers take actions at this pont. Your available actions are listed below, under general actions and those specified for officers. Movement will be done on a ships turn, and at the end of the turn **casualties** are calculated.

Movement

A ship must move half speed at least each round, or 0 if you moved half last round. Each time you want something to happen, the Helmsman must perform a pilot check as a bonus action. This is at disadvantage if the Helmsman performed a non pilot action already. The skill used if up to the DM, but base DC is 8. Failure could mean taking an extra hex of movement or other punishments.

Casualties

At the end of each turn, casualties must be calculated for each ship. Attacks that target the ship add 1/2 dmg to the Casualty damage, and attacks that target crew get added in full. Remember: Targetting rigging is -3 at disadv, and crew is disadv. At the end of the turn, consult the following table:

Casualty Chart

Tier	Casualty Damage	Casualties
0	<30	No Casualties
1	30 - 39	1 Casualty
2	40 - 69	1d4-1 (minimum 1)
3	70 - 119	1d4 (minimum 1)
4	120 - 159	1d4+1
5	160 - 199	1d4+2
6	≥200	1d4+3

Ship Upgrades

Arcanist's Shield (500 g)

A large wooden shield with an open window. Offers 3 / 4 cover. Disadvantage on assess and perception checks when in use. Can be built on deck or crow's nest. If installed on a crows nest, pick a side of the ship. It is always in effect toward that side.
Upgrades: Iron: +100 gp, Fire Resistant: +100 gp, Full Hut: +1000 gp, Hinged: +40 gp

Bow/Stern Cannon Ports (2,500 g ea.)

Adds port holes for 2 siege weapons facing fore or aft. Can only fit Light Cannons, Carronades or Ballista. Acts as an additional "side" of the ship.
Upgrades: Davey Jones's Triplets: Replaces Light cannons with 3-barral cannons. Triplets only available in Bow. Use Light cannon stats, but 1d10 damage and Loading (0)

Crow's Nest (500 g)

Ranged spell and weapon attacks from the crow's nest have increased range equal to 1 / 2 their original range (100 ft → 150 ft). While in the Crows nest, when you succeed on an "Assess" action, you may grant the benefit to another person.
Upgrades: Fireproof (250 gp): Nonflammable, Metal (500 gp), Feather Fall (1000 gp): Once per day, a person in the crow's nest may use a reaction to receive the benefits of Feather Fall until they stop falling.

Davit (500 g)

Cranes by which to suspend Lifeboats on a ship- each Davit can hold 1 boat which can be quickly deployed as an object interaction. Davits/Boats do not provide cover or take space on a battle map.
Upgrades: Longboat Ready (+200g): The Davit is extended, long enough to house a longboat. Stacked (+350g): Davits are double tall, so that each may hold 2 boats.

Glass Floor (1000 g)

Aesthetic/Exploration: You may see into the ocean below. Damage threshold = 10, the AC is equal to the ships minus 4. Comes with a hatch.

Ironsides (100,000 g)

+2 AC, Resist B/P/S from Nonmagical Weapons, Fire resistance and Inflammable. -1 speed, +1 round at 1/2 speed to stop. +6 Damage Threshold, and denies other ships the bonus of "Raking Fire". Not compatible with Live Oak or Reinforced Walls. It takes much longer to complete the upgrade than average, and is likely unavailable from most docks. It may require additional research and resources to be gathered.

Live Oak Hull (9,000 g x Ship Size)

Making the hull out of solid pieces of trees as opposed to cut pieces. +1 AC and +4 damage threshold from attacks to that location. Enhancing the Bow or Stern denies other ships the "Raking Fire" damage bonus from the respective direction. It takes longer to complete this upgrade than average.
Upgrades: May be purchased an additional time in each location for the original price x 2, adding an additional +1 AC and +2 to damage threshold.

Oars (200 g)

While used by a number of people equal to the skeleton crew of the ship, add 1 speed while in use or 2 to the travel speed if used all day. Each person may work an oar for 6 hours before requiring a Long Rest (or Short Rest but gain a level of exhaustion) before the same individual works again. No cannons are available while in use.
Upgrades: Oar-Ports (1,000 gp): Cannons may be fired while oars are in use

Ram (2,000 g)

Improved Ram: Increase the damage from the Ramming Action to 2d12 per hex traveled, and the ramming ship takes only 1/4 damage back.
Upgrades: Reinforced Hull (+2,000 gp): Take no damage back when you use the ram action. Hooked Ram (+1,500 gp): When the boarding action is taken, the conditions of moving the same direction and being side by side can be ignored if the pilot uses their action that turn to ram the target ship (The mechanics of ramming, including the movement needed and damage dealt by the action, are unchanged). Upon ramming, the hooks engage, giving a +5 boarding bonus. This upgrade may be combined with a gangplank, to allow passage over the hull.

Rear-Loading Cannons (2,000 g)

Increases Broadside recharge range by 1 (to recharge 4-6)

Reinforced Walls (3,000 g x ship size)

+50 HP, This can be taken 3 times.

Rotating Turret (1,000 g ea.)

Swivel: A siege weapon mounted on a rotating turret can fire at targets on either side, as well as ahead of the ship. Uses a Davit Slot.

Sail-Drop (2,000 g)

Adds the capability to drop all the sails as an action (Pilot or Captain/First mate/Quartermaster) - Gain double speed for one round but take 50% of your total rigging HP as damage afterwards.

Ship Haul (100 g ea.)

Attach hooks to either the bow or stern of the ship in order to haul / be hauled. Each hook can hold / pull up to a Large sized creature or object. For each size larger, an addition hook is needed.

Spikes (3,000 g)

Defensive: Doubles damage to ships which ram it. Failing boarding risks taking more damage, and standard gangplanks may not work

Spotlights (300 g ea.)

Light: By placing a torch in these mirrored lanterns, light is focused off deck. Each lantern can illuminate off one side of the ship (4 needed for complete coverage). Using a Spotlight eliminates darkness penalties for anything on that side but offers the same benefit to other ships.

Thick Walls (2,000 g x ship size)

25% of damage deal to the ship is considered for casualties (Down from 50%)

Improved Wheel (1,000 g)

+1 to pilot checks
Upgrades: Fine-Tuned (1500g): +2 to Pilot checks. Requires Improved Mechanism.

One-Handed Wheel (2,000 g)

Pilot checks are no longer made at disadvantage if preforming an action on the same time (Only applicable to Dex-based checks).

Weighted Mechanism (200 g)

Pilot checks over watch are made at advantage
Upgrades: Arcane Locked (1000g): Nighttime Pilot checks have a 75% chance of succeeding even if no one takes them.

Free Spinning (500 g)

Gain advantage on Pilot Checks to take the About Face action.

Siege Weapon Upgrades

Ease of Access (500 g)

Available Weapons: L, M, H Cannons
Requires 1 less person to man "efficiently"

Fail-Switch (50 g)

Available Weapons All
An easy trigger to instantly reduce the weapon to 0hp

Hardy (100 g)

Available Weapons All
Raise HP by 20, Disadvantage on checks to disable

Precision (800 g, +1000 for each upgrade.)

Available Weapons All
+1, +2 and +3 to hit each time taken, respectively. Must take previous bonus before a higher one. So the price of "+2" is the price of "+1 and +2", or 2,600 gp, and you must have already had +1)

Rifling (600 g)

Available Weapons Ca, S and M Cannons
Increases normal range by 50, and maximum by 25.

Shock Absorbers (3,000 g)

Available Weapons All- Whole side only
The cannons are seated in springs- Decreases DC of pilot roll due to broadsides by 2 and the other side avoids disadvantage on attacks.

Human Cannonball (750 g)

Available Weapons H Cannon
Widens the Barrel. Can no longer fire normal shots. Range becomes 30ft. Deals 3d10 fire damage to the "ammunition"

Bronze Cannons (1,000 g)

Available Weapons All Cannons
A prestigious symbol

Siege Weapons

Type	Cost	Required Gunners	HP	Damage	Properties
Ballista (Ba)	500 gp	2	50	2d10	Ammunition (range: 50/225/500), Loading (2), Misfire 1, Efficient, Siege
Catapult (Cat)	550 gp	3	80	2d10	Ammunition (range: 50/325/600) , Loading (2), Misfire 1, Efficient, Siege
Carronade (Car)	500 gp	1	60	2d6+Dex	Ammunition (range: 25/125/275), Loading (1), Misfire 2, Efficient, Crew Targeting, Siege, Loud, Mobile
Light Cannon (L)	1,500 gp	2	120	2d10	Ammunition (range: 100/400/725), Loading (1), Misfire 1, Efficient, Siege, Loud
Medium Cannon (M)	2,500 gp	2	120	4d10	Ammunition (range: 100/275/550), Loading (2), Misfire 1, Siege, Loud
Heavy Cannon (H)	3,500 gp	3	150	7d10	Ammunition (range: 50/125/225), Loading (2), Misfire 1, Siege, Loud
Culverin (Cu)	4,000 gp	2	120	5d10	Ammunition (range: 0/700), Loading (3), Misfire 1, Siege, Loud, Artillery
Flamethrower	Legendary	4	120	3d8	Ammunition (25 ft Cone), Loading (4), Misfire 1, Fire, Siege, Loud

Officer Roles

An officer role lets a PC have a real role on the ship. Player characters may have up to two roles at a time.

Captain, First Mate, and Quartermaster

Maximum: 1

The Captain, First Mate, and Quartermaster are generally charismatic officers. While the names may imply authority, remember that all Officers share the top of the hierarchy of a ship. Still, a ship would be amiss without someone calling themselves "Captain" and wearing a funny shaped hat. Without a specific responsibility during combat, these rolls focus on supporting others and have the unique ability to plan the Boarding Action, in which the entire ship participates. While their Available Actions are the same, differences lie in the travel responsibility of each.

Available Actions:

Rally: Give inspiration (d6 Inspiration Die) Chr. Check, DC dependent, once per battle.

Assess: Investigation check to locate any weakness of opponents ship. If successful, you have advantage on your next attack or contest against them.

Assign Position: As an action, you may immediately replace one Officer's role with another, promote someone to an officer position, etc. The target must accept this change. You may also use this action to relocate a number of crew up to double your proficiency bonus to new cannon positions (For example, take 2 men off the starboard heavy cannon to have them man 2 light cannons on the port side, while having another move to man a swivel cannon.)

Board: (2 round Action): Give the order to Board. See Boarding for more information



Travel Responsibilities

Navigator (Captain): The Navigator helps plan the route for the ship and assists the Helmsman on their journey. As with the Helmsman, they make a Nature / Survival check at each part of the day (5 total), against the same DC as the helmsman checks. (See Helmsman's Travel Responsibilities)

Each success by the Navigator awards them a 1d4 that they may choose to give to the Helmsman on an immediate or future pilot travel roll. Successes compound, and you may choose to divide the bonuses however you wish (After two successes, 1d4 on two rolls, or 2d4 to one). You may give this bonus to any of the Helmsman's checks for that day, after their roll but before the outcome has been determined.

Bad advice and planning can be a hindrance rather than a help. Once the Navigator fails 2 checks, they are unable to give bonuses for the rest of the day (cannot switch responsibilities).

Shipman (First Mate): The first mate is known to be a jack of all trades. As such, you are able to help more than normal. When you choose to assist another officer in their responsibilities, you grant a +2 to their rolls, instead of the usual +1.

Cook (Quartermaster):. A ship's cook is more concerned about preparing and keeping a balanced nutrition for crew than the actual food. Having a dedicated cook results in several benefits:

Less likely for disease to spread and higher morale After a full day of having a cook, anyone who ate may spend one free hit die on their next short rest. Benefit fades at the end of the day following.

Helmsman

Honorary: Mr.

Maximum: 1

Recommended: Proficiency in Water Vehicles

Restriction: Cannot be taken alongside Cannoneer or Master Gunner

Manning the wheel, the Pilot is responsible for safely navigating the vessel to its destination. While other Officers should weigh in on the direction of the ship, the Pilot has the final say- and makes the rolls. While at the wheel, the Pilot can take several actions to affect the battle. Whether that be taking Evasive Maneuvers to avoid the enemy's cannons or ramming the prow directly into another ship. If you take a non-pilot action, then your pilot checks for this turn until the start of the next have disadvantage. Steering a ship is hard, doing it one-handed is worse! Remember, don't drive distracted.

Available Actions:

Evasive Maneuver: Dex/Str/Int Pilot Check with Disadvantage: If successful, immediately add PROF bonus to AC until the start of the ship's next turn. 1/2 Speed next turn

Come About (Evasive Maneuver Variant): (Full Turn, Pilot check to succeed) Uses full Movement: The aftmost section of ship moves to inhabit the hex forward to the one the bow was previously in, and the bow moves in a straight line over so that the ship extends perpendicular to its former orientation. 1⁄2 speed next turn. See 'Come About' in the movement section for a more detailed description.

Ram: Ram your prow into another ship using your movement. 1d12 damage per hex traveled in straight line (that round, Max 10, Minimum 2), taking 1/2 damage back to your ship

Pilot: (Bonus Action): Dex/Str/Int/Wis checks to steer (disadvantage if a non-pilot action is taken during the round) Ability dependent on what needs to be done If this bonus action is not made, ship will continue course but list to wind (assuming no other factors)

Travel Responsibilites:

Pilot: When making a journey, it is this role which is responsible for making the Best of 5 Survival / Nature skill check a day to plan and execute a course. Anything that gives bonuses to navigation checks has the same effect on these rolls.

Best of 5 Pilot Travel Skill checks throughout the day.

If more successes than the DC (Base DC: 2), then subtract 1 day of travel. If fail, subtract 1⁄2 day from the trip.

Checks are made with disadvantage if the pilot is not proficient in Vehicles (Water)



Master Gunner

Honorary: Master

Maximum: 1

Behold your artillery, Master Gunman. The Senior Cannoneer, your ability to inspire your crew enables them to fire cannons faster than any others. While you roll attacks and damage for the cannons under your control the same as any normal Cannoneer, you have the unique ability to order any side of the ship to fire all their cannons at once in a massive Broadside. This devastating attack will be sure to satiate your appetite for destruction.

Feature:

You count as a Cannoneer. Cannons under your control can be utilized by one less crew member than normal (min. 1) on ONE SIDE under your control. This does not affect the number required to man them efficiently.

Available Actions:

Call Broadside: (Recharge 5-6) See Broadside Section

Assess: Investigation check to locate any weakness of opponents ship. If successful, you have advantage on your next attack or contest against them.

Fire! Choose what cannons to fire under your control and their targets - roll attacks and damage



Cannoneer

Honorary: Mr.

Maximum: 4

Cannons require men to man them, and men require other men to lead them. As a cannoneer, you oversee cannons on one side of the ship.. Besides repairing cannons that have misfired, or giving extra guidance to your men, you have the final decision on which of your cannons will be fired at the enemy- and the distinct honor of making the rolls. That's a lot of dice.

Firearm proficiency is not required to be Cannoneer. There can be up to 4 cannoneers, but at least 2 are necessary to fire all a ship's cannons Multiple Cannoneers can be split in any way between Sides and Decks. It is suggested that for 2 cannoneers, 1 takes each side. With 4, each takes 1 side of 1 deck.

Note that the cannoneers may roll for cannon's they do not "control". If a fight is taking place on only one side, have the other cannoneer use Concentrate to get involved. Or, just have them take a few rolls. No one wants to be left out. When a broadside is called, and cannons under your control are a part of it, you may roll the attack and damage for them. - Effects that deal damage when you hit (Hunter's Mark, Hex) only apply once per turn when activated by cannons under your control.

Available Actions:

Fire! Choose what cannons to fire under your control, their targets, and roll attacks and damage

Concentrate: Move to assist another cannoneer. While there, you may help man a siege weapon of your choice. If you posses an appropriate weapon proficiency, you may add your proficiency bonus to hit for whichever weapon you are manning. You may return to your position as a free action.

Repair: Using Tinkers or Smiths' tools (proficiency required) make a check to repair a misfired cannon (DC= 8+ Misfire Score). The cannon does not need to be one under your control. Failure results in the cannon being inoperable.

Assess: Investigation check to locate any weakness of opponents ship. If successful, you have advantage on your next attack or contest against them.

Surgeon

Honorary: Dr.

Maximum: None

Requirement: Medicine Skill or other Healing Means

The Seas are a dangerous place, Doctor, and burden of life in Naval Combat lies on your shoulders. As crew are injured, you may use your action to attempt to get them on their feet again. Be sure to check out the Casualties section to better understand what your position may require. Remember, everyone on the other side is working as hard as they can to make your life hell. Have fun!

Available Actions:

Treatment (Medicine Check): On a successful check and one use of a Healer's Kit, you may return one Non-officer crew member casualty back to the fight. If your current crew count is not equal to your total, add one back (up to the original total) This action cannot be taken if you already have crew equal to your total crew. Reference Casualties for more information.

Example: During battle, 3 of your 30 crew fell (27/30 Crew). a success, you may add 1 crew back, your new crew count being 28/30. Assuming no more casualties, you may take this action 2 more times returning the crew to 30/30, at which point this action cannot be taken.

Travel Responsibilities

Surgeon: Spend your day treating the wounded or sick. Requires proficiency in Medicine or related tool. On a successful medicine check, 1d4 people may gain the effects of a Lessor Restoration Spell, with the added benefit of decreasing exhaustion levels by 1.



Boatswain

Honorary: Master

Maximum: None

What a Doctor does for people, you do for boats. Only, your instruments aren't as dainty, and boats can't sue. Take your actions patching up holes and repairing sails- whatever you can to keep your feet dry. If you have a spare moment, fix a cannon or two. Everyone will thank you for it.

Available Actions:

Order Repairs: As an action, you supervise repairs to the Ship or rigging. The ship recovers hit points equal to 1d4 + your level. You may choose whether these are added to the Ship's HP or the Rigging HP, but you may not split them.

If you are proficient with carpenters' tools, you may add your proficiency bonus to the HP gained. (1d4 + level + Proficiency).

You may also use this action to attempt to repair a misfired cannon (requires smiths or tinkers tools proficiency) DC= 8 + Misfire Score

Assess: Investigation check to locate any weakness of opponents ship. If successful, you have advantage on your next attack or contest against them. You May add your proficiency modifier to this check, regardless of your proficiency in the skill.

Travel Responsibilities

Carpenter: Spend the day repairing the ship The adventuring day is made up of 5 parts. For each of those in which you did not spend time doing anything else (combat, adventure, etc.), make a Carpenters tools check. On 3 passes, you may add (2d6 x Proficiency) HP back to the ship. Assisting this role gives a +1 to each roll that you were present for.



Arcanist

Honorary: Magus/Arcan

Maximum: None

Requirement: Ability to cast at least one spell

Some say cannons were invented only to let the mundane contend with the arcane. Arcanists are a central component of any successful ship- leaving port without one is considered foolhardy. While the other officers spend their time wrestling with the ship, take advantage of your own power to influence the battle. Climb to the crow's nest and rain down fire or obscure your vessel in a well of fog. **Unlike other Officers, you may take full turns on the ship.** But that does come with restrictions. While others are not constrained to any physical space, you are. You can't cast a 5th level lightning bolt from the crow's nest if the turn before you were helping below deck. Your turns on the ship act exactly as they do on land. This physical location overrides the lack of location most officers have.

Feature:

As an Arcanist, you may use ship turns as you own turn, taking full turns of actions, bonus actions, movement, etc. General Actions may be taken. Your responsibilities to the ship include helping others with their roles, casting offensive and defensive spells, or doing whatever you deem appropriate. See the Magic Section for information on how spells interact with Naval and Ship-bound combat. Unlike normal Naval combat, your location defines what actions are available to be taken- **you must be in the Associated Location of the Position that grants the action you wish to take.**

So, as a Pilot/Arcanist, you must move to the helm to take any actions associated with piloting. For information on how to take actions, and how to interact with other officers, see the Associated Locations Table in the Combat Section.

Available Actions:

Arcane Well (Proficiency/LR): As an Action, you may begin concentrating on your magic. If by your next turn you have not lost concentration, nor failed a Dex check due to ship movement, you may roll 1d4-1, gaining a spell slot of that level to use only that turn. If you do not have access to the level gained, you instead gain the highest level you have access to. **Note: As with all officer actions, this action may only be taken during Naval Combat, and not Standard.**

Travel Responsibilities

Lookout: Responsible for making Perception checks to notice landmarks, obstacles, encounters, etc. If you have a lookout at the start of a Naval Encounter, the ship gains a +1 to their initiative (even if the lookout missed the threat)

Variant Arcanist: Militant

Militants are Martial Combat Officers who share all the same features and rules as Arcanists, but do not require the ability to cast spells.

Variant Action: Warrior's Focus (Proficiency / LR) - As an action, begin concentrating an attack, with the same concentration rules as Arcane Well. If, by the start of your next turn, your Concentration has not been broken, your next weapon attack as Advantage on both the Attack and Damage rolls. This bonus does not apply to Siege Weapons.



General Actions

These actions are available to any Officer. Some may only come into play under certain situations, but many are always available to be taken. This list is not exhaustive but is just a guide- so be creative!

- Any actions or bonus actions a character may normally take (bonus actions use the officer's action)
- Give orders to Crew
- Participate, Assist, or defend against in Boarding
- Interact with anything on the boat
- Brace Yourself: Gain Advantage on Overboard or
- Displacement Effect Saves until start of next turn
- Assist another Officer's Action
- Help pull lines, handle ropes, etc. (+1 Pilot Check)
- Man Cannons: Count as a person, may use specialized shots, etc.
- Assist Surgeon: Surgeon can make an additional medicine check for +1 crew. This check is made at disadvantage unless you have medicine proficiency, or another means of healing available.
- Assist Boatswain: +1 to Check, add your Intelligence Score to the HP gained





The Phoenix 13 Arc: Levels 1–13

1: A Hurricane's Respite

In the middle of the Lhazaar Principalities of Eberron, a storm has raged for half a year over the island town of Port Verge. Several adventurers find themselves stuck on the island, and with no way out, decide to make some coin together. Pooling their resources together, they take down some pirates smuggling dragonshards.

2: The Whale Bones

Kaltari, a druid of the children of winter, reveals he came to this town in search of a fellow druid, Kevic. The party learns that Kevic seemingly went mad, and killed his opponent, a gatekeeper, in the local fighting ring. The group sails out of Port Verge into the storm, to track down the victim's body which was sent to sea, and find ghostly figures guarding it on the open waters.

3: The Bone Knight

The party returns to the fighting arena to do battle with its local champion, The Bone Knight, who may have information about the murder. The emerald claw thug puts up a decent fight, and as he begins to get deadly, enchantment magic is noticed from the stands. Naevos Lyrander, a local drunk ship captain, is accused of worshiping The Devourer, and cursing the island with a storm.

4: A Long Rest

The party follow Naevos into Stormbringer Tower, where he reveals his house's loyalty to the deity of destruction, The Devourer. Emili, the cleric of the party, shares this faith, and insists their deity isn't responsible. Using the powerful drug Shadowweave, Naevos sends the party into a realm of dreams to find answers. Before setting off, the group meets an elven info broker living in the sewers, a mysterious woman named Vyssil.

5: Trebaz Sinara

Following their dreams, the party uses an advanced underwater ship to arrive at the ruined underwater city of Trebaz Sinara. A stowaway in the deceptive changeling char is discovered, and upon subduing him, he reveals his allegiance to a Lord Quen Tass.

6: The Underwater Gate

Advancing into the lower portion of Trebaz Sinara, the party finds a corrupted Gatekeeper seal, now being used to open a hole into Xoriat. Lord Quen Tass reveals that he is a quori, a creature beyond comprehension from the realm of dreams, Dal Quor, and that they are responsible for the storm and relevant deaths, through powerful possession magic.

7: Train Heist (Danish)

Now enemies of Port Verge due to Vuln, a quoi inspired member of House Lyrandar, the party decides to travel to the mainland with the storm gone. Arriving in Passage via an airship, they are hired, along with ex House Orien member Alan Flang, to pull off a Lightning Rail Heist for treasure.

8: Reclaiming Port Verge

Returning to the town where they met, the party makes an assault on Port Verge. Expecting the entire naval fleet of the city to attack, the party is surprised as the mysterious elf vyssil jumps off a cliff, and turns into her true form, an ancient black dragon. Destroying a fleet of ships, their unexpectedly powerful ally gives the group enough time to free the town from the quori's grasp, as their morally gray ally Flexo is smitten by god himself.

9: The Wedding of Whitecliff

Leaving the seas of Lhazaar, Emili receives a wedding invitation from two old flames. Abrienne and Sven Eriad, who once failed at getting married due to Emili's promiscuous nature, now invite her to their second attempt at matrimony. Landing, they meet Bangus, a halfling bard. Arriving in her home town of Whitecliff, Emili is shocked to see her lover pale as a ghost, and finds similar shock when Sven imbues his vampiric curse in the cleric.

10: Where to now?

Watching Brie flee the scene of the mansion, the party decides to split on their new ship. They spread out a map, and looking at a network of underground wormholes, decide on where to sail next. Kaltari makes the call to head towards his home, the Icewoods, to check in on his druidic sect.

11: Mysterious Island

The party lands on a mysterious island which should connect via an underground shortcut to the Icewoods of Karnaath. The island is plagued by magical storms, and corrupted creatures. Navigating to the center of the island, a tunnel descends below.

12: Xoriat's Tunnels (Blake)

Traveling a truncated distance through a tunnel in Xoriat, the party must face challenges along the way. A balor guards the path ahead, but through the intense strength of their Artificer, 13, they prevail.

13: Snowy Exit (Matt)

The group exits onto a mountain peak in karnaath. Kaltari leads them forward, through a snowstorm, and at the base of the mountain, the party are ambushed by mysterious chiwenga from the woods.

14: Rubin's Madness

In some way affected by the corruption of Xoriat, the barbarian Rubin O'Barber's skin turns a pale white, and joins the ranks of a squadron of similarly insane dwarves. The party must strike down their own, who is too far gone. During the evening, they push through and arrive at the Icewoods.

15: Insubordination in the Icewoods

Within the Icewoods, Father Heimerus, archdruid of the Children of Winter, reunites with his student Kaltari. The two show the party The Madstone, a closely guarded artifact that the druids do not understand, but realize its power. After meeting a group of warforged in the camp, their leader, "12", reveals that he knows 13, and that all of his questions can be answered if he follows him. 13 surprisingly agrees, and follows the group after they steal the Madstone and flee.

16: 13's Reunion

Separating from his group, 13 begins to ask the stranger questions. He reveals that he's actually Chyron, 13's creator, and that the rest of his followers are also his creations. He says that the madstone belongs to Cyre, and that its power will be used once again. 13 follows them on their trek, but updates the party as he goes.

17: Chyron's Deserter

Derric D'Velderan, a bounty hunter, joins the group, revealing that the warforged all broke out of Dreadhold Prison after the storm over Verge went away. The group follows 13's breadcrumbs and catches up with Chyron. The two groups battle over the Madstone, and the stone's unpredictable reality warping abilities are revealed.

18: The Draconic Observatory

Chasing half of Chyron's group and the stone, the group heads west, following a note from Vyssil to meet her at a draconic observatory in Karnaath. Within the observatory, the party fights the rest of Chyron's group, as well as Vyssil, who appears corrupted and controlled by the stone, displaying its potential.

19: The Nightmare in the Stone

Upon incapacitating their ally, the party uses advanced draconic technology to send their consciousnesses into the madstone. Within, they see the true evil of this item, a powerful quori spirit, currently living within it, capable of using its energy to corrupt. Th

20: Bloodshed of Vol

Traveling to Atur, the party runs into Brie, and the Bone Knight. The duo paired up after Brie's need to report to Karnaath on what happened in Whitecliff. Kevic meets up in an attempt to redeem his past possession. The party assaults the temple of Atur with their allies, and below, 13 discovers a dark secret about the past of him and his people. He, like every other warforged, used to be human, and the energy within the madstone is a tempest of souls from the Mourning.

21: Welcome to Sharn

The party, newly dubbed "The Phoenix 13" after an arena battle, finally arrives in the metropolis of Sharn. With an overwhelming to-do list, the party stores the madstone in a secure vault, finds comfortable lodging, and does some shopping. 13 has a dream for the first time, where he meets a dragon with no hands, Hephaestion, who claims that 13 is one of 12 chosen individuals, in a "game of the gods".



22: Crash of the Neon Gem

The Phoenix 13 take a job from the Boromar clan, a criminal organization, to sneak into an airship casino and take it down. Run by a rival group, House Tarkannen, their leader, a beholder, unveils a machine capable of making artificial dragonmarks to potential investors. The party makes quick work of the beholder, but also meet their first Rakshasa, Durastoran, who convinces the patrons to jump off the ship.

23: Consequences Aplenty

As a holiday dedicated to the Dark Six begins, many disasters occur all over Sharn. Chyron's 12 break into the vault, and steal the madstone, while Derric's house enclave is massacred due to a vengeful House Boromar who didn't receive their pay. Their leader, Saiden Boromar and his agent Evander ambush the party in a vengeful strike.

24: The Party of the Long Shadows

A warforged named fishhook takes the Phoenix 13 to Merrix D'Cannith for safety. Merrix asks the party if they will travel into the Mournlands, to retrieve blueprints for a creation forge, a device capable of transferring errant souls into warforged bodies. The party decides to have one more night of fun, and attend a university party dedicated to the Dark Six. Bangus begins his dragonblood addiction, and Emili receives visions of their destination, a lake of blood.

25: The Mournlands

The Phoenix 13 finally enter the cursed Mournlands on their airship. Along the way, they see many mysterious things, such as fields of glass statues, chasms of glowing light, and even a ship that appeared to be their own crashing into the ground. 13 displays his ingenuity by blowing up an airship using an immovable rod.

26: The Lake of Blood and Iron

Arriving at the lake of blood in Emili's visions, the party witnesses the activation of a warforged colossus, powered by the madstone. This 200 foot robot destroys the ship instantly, and the Phoenix 13 and their crew fight for their lives. Kaltari rescues his mother, Kalana, from the corruption of the stone, and the party enters a dream-like state to enter the Madstone together, and defeat the quori within.

27: Lord of Blades, 13 of Phoenix

Arriving in the now destroyed capital of Cyre, Metrol, the Phoenix 13 begin their final battle with Chyron, and the warlord loyal to his cause, the lord of blades. Chyron reveals that the warforged were a solution to Cyre's destruction after he received visions of the future from the stone, and that 13 helped. The party manages to defeat the group, and interrupt their attempt to create an active portal to Dal Quor, and unleash an army of quori warforged on the world.

The Lamania Arc: Levels 5–6

28: Back on Track

Returning from a long vacation, Emili of Whitecliff finds herself in an unexpected train robbery, at the hands of a fiendish assailant. With the help of the other passengers, she finds herself the target of this attack.

29: Ghosts in the Fog

In the Mournland bordered town of Vathirond, an unlikely group is asked to help a goblin scientist looking for a kidnapped dragonmarked child. They manage to fight off a horde of ghosts from the mist, attempting to grab any similarly marked individual.

30: Stagnated Vineyard

The party travels into the Mournland, a familiar spot for their cleric. They stop by an abandoned vineyard, looting all that remains and taking down a necromancer at its center.

31: The Werewolves of Kalazart

Traversing to the ancient Dhakaani town of Kalazart, the party does battle with a horde of undead werewolves, coming through a mysterious green portal. Seeing signs of Patrick Denith, their target, they enter the portal in their first planar jump.

32: Lamania's Hunted

The party is teleported into Lamania, the plane of nature. Gigantic trees and titanic beasts roam the land. After facing off against a cheshire like panther, they are led to the base of a colossal tree that the lycanthropes call home, and sent off on a quest to find Patrick Denieth.

33: Portals and Players

The bard George, son of Harris, and the gatekeeper druid Falconhoof wake up in Lamania after mysterious circumstances. After finding the courtyard of the city bathed in the blood of werewolves rabidly tearing each other apart under the full moon, they head west to follow the tracks of a party of adventurers.

34: Titan's Folly

The original party traverses forest and lava on a hike to Titan's Folly, an ancient giant research station. They find notes belonging to Illara, the head scientist, and find paladins of the silver flame attempting to sacrifice the boy they've been searching for.

35: A Demon Against Wolves

The party, aided by two new strangers, fights the infernal bull that the paladins summon. They manage to destroy not only the templars, but the creature and its rakshasa master. Patrick Denieth's mark of Sentinel is removed under the full moon of Olarune, and upon touching it, the paladin Zekkor awakens a Siberys dragonmark.

36: Dragon Turtle's Prophecy

Below the tree of Yeeongu, an ancient dragon turtle slumbers. It informs the party of the dragon's roles in studying the planes, in attempts to read the prophecy. The dragon turtle pushes the party through an underwater current, returning them miraculously to the material plane.





The Syrania Arc: Level 7

37: Syrania's Respite

Finding themselves in the city of Sharn, the party enters a planar gate into the plane of peace, Syrania. The city seems to have taken this development well, and tourists now fly around every corner.

38: The Angel of War

Flying through the azure sky, the party challenges an angel belonging to the war domain. Coming out on top, Moralin Athore is granted the Oathbow, a powerful weapon capable of striking fear into his sworn enemies.

39: Robbed and Bartered

The party enters the Immeasurable Market, a hub for all trading across the planes. Making several friends and allies, the day turns sour when their money is stolen, and in an attempt to get it back, the group not only defeats a bag of holding salesmen, but a sinister quori spirit named Flexo holding onto Zekkor.

40: Eolas the Knowledge Stealer

Doing some investigative work, the party arrives at the doors of a mysterious noble. Their clues lead them into the deep underground of Sharn, where a Thara Jorasco was kidnapped by a corrupted angel of Knowledge. The angel warns them of an incoming series of disasters before his death.

The Risia Arc: Levels 8–9

41: Contract under Lanterns

The party wakes up in the office of Kor Ir'Wynarn, official head of the Dark Lanterns, a secret espionage organization under Breland's government. They are told of two incoming eclipses that could bring disaster from the planes of fire and ice, and decide to head to Karnaath to investigate the latter. Along the way, Emili is petrified by a beholder seeking revenge.

42: Memories Restored and Retreaded

Lacking a cleric and wishing they lacked a very annoying plant, the party heads to the icewoods, to seek the council of the children of winter, one of Emili's allies. They make their way to Bastion, where one of her old allies, Vyssil, once lived in an observatory. Defeating a band of giants holed up in it, the group jumps into an active portal.

43: Risia's Expanse

The party finds themselves in Risia, the plane of ice. Miles of desolate cold are traversed, before the group encounters Illara. Frozen in a depressed nihilism in her tower, she asks them to retrieve a portion of the silver flame from a castle far to the north, occupied by giants.

44: Freehearth Castle

Sneaking their way into the gates of an immense castle, the party finds themselves face to face with a court of giants. Legend has it their king battles a dragon known as "The Emerald Claw" every day from his courtyard. Taking a peek, they are almost destroyed in the ensuing fight.

45: Yhorm, the Giant King

The party defeats the blacksmith of the castle, claiming his silver flame. George creates a pact with the mysterious entity Krishna through a silvered blade, and Moralin is almost killed by the ensuing forces. The party musters their strength, defeating Yhorm, and taking his spoils for themselves.

46: Bugelbur's Deceit

Upon freeing her from her curse, Illara escorts the party to Bugelbur. A dwarvish village on the coast of the Risian plains, they seem not to welcome their master, instead following an elder named Larkin. This dwarf eventually reveals himself as The Emerald Claw, before taking off with his phylactery.

47: Murdle

The party meets Klomstaf, a barbarian under Emperor Kaius's command. She joins them as they parlay with an Overlord frozen deep in the wastes of Risia. The demon makes the group play a guessing game to destroy the phylactery using the Emerald Claw's name, which is ironically revealed to be "Wyatt".

48: Late to the Apocalypse

Arriving at the base of a gigantic frozen tree, the group is immediately attacked by hordes of undead. Emperor Kaius shows up as a tentative ally against Wyatt and his daughter, who has him under a pact. They all manage to fly to the top of the tree, doing battle with Wyatt's minions before touching down in his lair.

49: Wyatt, The Emerald Claw

Inside the tree, Wyatt the Emerald Claw, and his half elf daughter Erandis Vol fight the party. Kaius is killed by Erandis, as the party destroys Wyatt, and watches in horror as Erandis takes their friend Gorris's dragonmark, restoring her power. In a desperate attempt, the party manages to slay Erandis, temporarily.





The Fernia Arc: Levels 10-11

50: Thaliost and the Sleeping Dragon
Escaping Karnaath, the party makes plans to awaken the dragon Vyssil with proof of a return of her people. Teleporting into Thaliost, they find themselves in the midst of a struggle between Audnair and Thrane.

51: Dreamcatcher
Resting in Sharn, Falconhoof and George find their dreams linked within Dal Quor. The two see visions of their future and later a mysterious entity known as Avassh, before 13 rescues them from peril.

52: The King's Cellar
George returns to his fabled pub, the King's Cellar. The patrons and George's bandmate Rin Stargo seem out of character, and after ingesting a poisonous ooze, the party defends themselves against a slimy cult.

53: The NPC's, The Not Pussy Characters
Finally settling on a name, the NPC's enter an arena, gathering fame and word of mouth along the way. Captain Vron Rowan of the dark lanterns is assigned to escort them into the plane of fire, after returning from a botched attempt with no agents surviving.

54: A Fiendish Compromise
The NPC's do a bit of shopping for their upcoming battle, as well as some odd jobs to make gold. They help a House Vadalis member track down a loose unicorn, before discovering the presence of Rakshasa among Sharn's nobles. One approaches them, offering a plane shift into the unknown.

55: Fernia's Danger
The NPC's plummet towards a sea of lava and fire stretching to the horizon in Fernia. After fending off a crew of fire salamanders, they hijack an iron ship, and sail it to a nearby island. An earth genie informs them of a powerful conjuration staff.

56: Force of Nature
The ship is upgraded with a number of magical enhancements. On the Sea of Fire, the newly named Force of Nature takes down a fleet with a specific Genie in mind. The iron golem wrecks havoc in the lava.

57: The Scepter of Yahtawi
The scepter that holds the city of Flamekeep is tracked to an extravagant island to the north. The genie in charge awakens an undead phoenix, whose ashes are utilized by Emili to create a familiar ally.

58: The Battle of Flamekeep
The NPC's land in flamekeep, and begin their assault on the fiendish outbreak. A battle on the main bridge reveals what happened to Vron Rowan's group. Moralin rescues his family from a burning neighborhood.

59: The Chill below the Pyre (Blake)
In a different layer of Fernia, the fire simmers to a surprising chill. The group attempts to solve a series of puzzles to win their freedom.

60: Hunt for the Hellfire Weapons
Within the cathedral, Vron finds a familiar looking face working for the enemy. Cardinal Krozen reveals his compliance in a corrupt document, before showing the NPC's the location of 8 weapons capable of sealing the darkness below.

61: Bel Shalor, the Overlord of Shadows
Jaela Daran is rescued from corrupted yet familiar templars. Splitting into groups, the NPCS and silver flame must sever the chains dragging Flamekeep into annihilation. Bel Shalor is temporarily released, and the party resists their first assault from an Overlord before saving the city.

The Daanvi Arc: Level 12

62: 13 the Dreamwalker

Tracking down a small mechanical bird that stole Fernia's dragonmark, the NPC's make their way to a demiplane belonging to Merrix D'Cannith. There, Vron struggles with his mechanical revelations, while 13 finally exits the plane of dreams, and defends his dragonmark.

63: Daanvi's Rules

After refusing to pay for a meal, the NPC's are rendered useless by the Inevitable, a patron of law. Zekkor wakes up in the prison of Daanvi, the plane of law. The rest of the group travels north to Arcanix, to seek council from an underground source of thievery.

64: Chaos at the Prime Gate

The NPC's learn of the mathematical nature of the Gate of Nyym, and the modron's significance. Zekkor meets an elf known as Artagan, who is revealed to be the Rat of Arcanix. Moralin switches places with the Paladin, and begins his training as an arcane trickster.

65: Conquest of the Quinton's Tower

Vyssil expresses interest in the NPC's quest, and assists on their assault of Tower 18. While the party fights the quinton responsible for the now dubious "Treaty of Thronehold", Vyssil finds herself in an unexpected struggle with her brother Devexian.

66: The Summit of Stormhome

The Summit of Stormhome, a political event held every 4 years to discuss the standings of Eberron, begins. The treaty of thronehold is revealed to have been written by fiends, and linked to the eclipses with apocalypses. Kor Ir'Wynarn plays his hand as a secret agent of the dragons of Argonossen, in an attempt to imprison Vyssil.

67: Secundus and the Traveler

Artagan is released from prison, and accompanies the NPC's to rescue George's bandmate Lon Jennon. As a demigod attacks Stormhome, Artagan is revealed to be The Traveler, a god of the dark six. The NPC's use Naevos's ship to join the city's defense, and make quick work of the final modron, before fighting Bangus for the Siberys mark.

68: Captain Vron's Hunt of The Shadow Cabinet

With some time off from the NPC's, Vron leads some of his other dark lantern agents hunting for Rakshasa hidden in the high society of Sharn. Utilizing an infernal helmet claimed from Fernia, he's able to find two and executes them swiftly. One is revealed to be the speaker for the Overlord of Chaos, also known as The Traveler.





The Xoriat Arc: Level 13

69: Xoriat's Infection

A record keeper from Daanvi named Walter joins the group. Falconhoof finally sees the corruption of the Eldeen Reaches with his own eyes. Fending off plants and animals under the corruption of the Daelkyr lord Avassh, the druid leads his party to his gate, known as the Gnarlrock, before jumping into the Plane of Madness, Xoriat.

70: The Age of Aerenal

The NPC's are transported 3,000 years into the past, to the elven isle of Aerenal. They follow Zekkor in a past life, before dying, as he searches for a band of dragons. The group must navigate fighting a young Wyatt, Vyssil, and newly formed rival Dzir.

71: The Citadel of Lidless Eyes

After revealing their time travel secret, the party learns how fragile the borders of Xoriat can be. Landing near an immense cathedral surrounded by beholders, they do battle with Belashyrra, the Daelkyr lord of eyes. They scry across space and time, and Zekkor attunes to a powerful crown of corruption.

72: Vol's Bloody Banquet

Navigating Zekkor's origin carefully, the party meets Minara Vol, mother of Erandis. Wyatt's corpse leads to a conflicted Minara resurrecting him, and presenting their daughter as a solution for the dragon-elf conflicts. The party and a panicked Vyssil are forced to help Minara escape with her daughter from a deadly plot, before witnessing her lichdom.

73: The Pillar of Falling Shadows

The NPC's create the circumstances that would lead to George and Falconhoof's addition to their adventure. Dzir corners Moralin and Falconhoof, who end up being a deadly duo. Jumping through time, Fyrlock, the Daelkyr of shadow is blinded with the party's light abilities.

74: The Final Coatl

200 years in the past, Bel Shalor makes his initial strike on Flamekeep. The party rescues Moralin's mother, and George inserts himself into the plot. Defeating Durastoran, a rakshasa, the final coatl imbues Moralin with power to help Tira Miron seal away the darkness in a sacrificial act.



75: Endless Lizards

8 months in the past, Emili relives her complicated relationship with the Devourer. Encountering a mysterious undead pirate known as Malleon Kas, he warns them of meddling. The NPC's head into the Qbarran jungle, and fight their way into a lizardfolk temple.

76: Vyssil's Complicated Family

Vyssil's father, Rhashaak, fights the NPC's, clearly corrupted by an Overlord's presence. In a desperate battle, the group manages to use their newly spotted dinosaurs to their advantage. Emili attunes to Tinderstrike, a Sovereign Artifact, and prevents Whitecliff's flooding.

77: The Daelkyr War

8,000 years in the past, The Daelkyr War is at its peak. Vvaraak, the mother of all druids, and Vyssil, gives Falconhoof her last Gatekeeper seal and her egg, and asks him to defeat Avassh. The group imbues his lair with the power of Irian, before attacking Avassh's forces.

78: Paradox Loops

A combined effort of a digested Zekkor and underground Falconhoof rip Avassh apart. The group is teleported to the Siberys Dragonmark of Lharvion, after completing their paradox loops. Only two things stand in their way: Vyssil being born on the continent of Xendrik, and Chyron being given the Madstone as a child. Moralin claims his mark of detection.

The Irian Arc: Level 14

79: An Inevitable Return

The NPC's are finally back in the material plane, only to find 4 years have passed. Within the immeasurable market, Sar Saeran informs the group of their enemies's political standings, and the mysterious events that occurred during the last two eclipses. The merchants guild agrees to help the party defeat an inevitable, with hopes to claim its core as a planar gate.

80: An Unexpected Housewarming

As Emili and Zekkor disappear from the newly acquired King's Cellar, Moralin, George, and Falconhoof barely survive a retaliation from the Traveler's Rakshasa. The group takes time to become familiar with their new bases.

81: There in the Press of a Button

Reunited after two of them were gone for a week in Thelanis, the NPC's regroup and plan where to go with so much going on in the world. Emili sends The Force of Nature to Daanvi as it is upgraded to a mobile temple, and the group teleports to Patrick Denieth. Bringing them into Sentinel Tower, they are cornered by none other than Erandis Vol.

82: The Siberys Candidates

Ambushed by Erandis Vol and separated from their cleric, the NPC's agree to the lich's terms, and sit down for a tense discussion. Accompanied by Malleon Kas and an angel of the devourer, Keshaware, the 3 lay claim to half of the siberys dragonmarks, establishing that both parties need each other. The negotiations are interrupted by Mala the Sapphire dragon, and her dragonmarked allies, the Twelve.

83: Irian's Trials

Stepping through a gate into the plane of light, Irian, The NPC's hunt down the location of the siberys mark of finding. Arriving at the massive doors of a gigantic temple known as The Garden, Zekkor learns of the Aerenal elf's trials, and their interest in making him one of them, an undying elf sustained by positive energy. Within The Garden, the party begins their crawl through the various rooms inside.

84: A Dungeon of Peace

After unexpectedly falling one floor down and solving some riddles, the NPC's navigate rooms associated with Syrania. Angels strike at every corner, but the pacifism of the plane makes both sides reconsider their actions. The party enters a room reminiscent of Blackstone Church in Sharn, and begins a battle with a Solar and one of the Undying Elves.





85: Stop that Rogue

The NPC's go up against a powerful angel known as a solar, and claim the soul of their first undying counselor for Zekkor's trial. Walter is geared up, and joins the fray. The group makes their way to the bottom floor of the dungeon, where the heat of Fernia forces them to adapt to their environment. At the center of this environment, an imprisoned empyrean is set free, and a battle against fire elementals begins

86: Walter's First Kill

The NPC's continue their second trial against the undying elves. Walter utilizes the magical power of the party, and Zekkor has another brush with death. The party stumbles upon a Sphinx on an upper level, which provides them with a riddle involving their roles in the secrets of Eberron.

87: The Shadow's Reforging

The party conclude their first day in the dungeon by making their way to to Risia Floor, and fighting dangerous Demiliches. Korvaxis tries to persuade the NPC's to give up on the SIberys marks and join him, cutting off Erandis's options. The first golden door is opened, and the party finds themselves dealing with the familiar uncertainty of Xoriat. After seeing visions of the god of magic, Aueron, splitting upon getting greedy for dragonmarks, Morlain harnesses the power of The Shadow to turn the Oathbow into a Sovereign Weapon.

88: Walter's Last Kill

The NPC's, gaining their first Sovereign weapon, find a mysterious barbarian known as Qanon Shaman-waiting to help. The party enters another golden door, finding themselves in a room aligned with Kythri, the plane of chaos. Dozens of Slaads attack, and in an all out battle, walter explodes in a fiery combustion after malfunctioning.

89: Arawai's Blade and Olladara's Sickle

The party concludes their adventure in Kythri by dealing with an undying counselor, and spells of their own design come to life. George imbues his weapon with the power of nature, and acquires a sovereign weapon. Later, Another gold door is opened, this time to the plane of Stories, Thelanis. The party has tea with some eladrin in an ever changing room, and defeat a fey lord. Falconhoof imbues his sickle with the power of the god of fortune.

90: Dol Dorn's Defender

Battling familiar salamanders, on their hunt for the final Soverign Forge, the party encounters a mysterious elven woman, claiming to have just survived a scuffle on one of the higher floors. Upon a strange reaction to Falconhoof's new draconic powers, Moralin strikes with surprising speed, rendering the sapphire dragon Malaegoroth to her true form. Upon her defeat as she sinks into lava, signs of a mechanical copy of her body become apparent. Zekkor imbues his sword with the power of strength and steel. The NPC's continue to trek up, into the top floor of The Garden, and beyond into the Undying Citadel.

91: Dead Man's Fear, Undead Man's Triumph

Finally coming face to face with the Undying Council, Zekkor and the rest of the party prepare for his final trial. Sir Cavadar, an Aerenal champion, magically transforms into the visage of Jharaasta, the ancient red greatwyrm who ate Zekkor's wife and stopped a prior group of siberys candidates in their tracks. Utilizing the powers he's acquired in preparation for this moment, Zekkor bests the drake, breaking Cavadar's concentration on the spell. Upon receiving the siberys mark of finding, the NPC's return to the immeasurable market, to find themselves fleeing from Korvaxis and his allies.

The Mabar Arc: Level 15

92: Set Sail for Xen'drik

Warping back to Falconhoof's grove, the NPC's manage to rescue their friends in the Merchant's Guild from certain demise, and watch their new draconic friend die at Kor's hands. The group charts a course to Xen'drik, in an attempt to escape the ever watchful eye of The Chamber. While most of the group waits for a ship in the Shadow Marshes, Emili and Falconhoof tend to the grove. Dzir comes close to sniffing them out, all while Moralin spies on the Bloodsails. The group leaves for the city of Stormreach.

93: The Road to Zantashk

Landing in Stormreach, the NPC's are immediately questioned by one of the five stormlords who rule, who is currently investigating the sudden murder of all House Tharashk members in the city. The group decides to begin traveling towards Zantashk, the house's primary enclave outside of the city, in order to find their sacrifice for the dragonmark. Along the way they run into Derric D'Velderan, now wearing the cursed Fodder armor. Moralin brings an unexpected hostage back to camp.

94: Death of Dzir

Crossing through Titan's Teeth, The NPCs join Derric following a distress sending coming from the base camp of Zantashk. Arriving, a trap is sprung, as Dzir and one of Mala's simulacrums attempt to continue limiting the group's choices for a house Tharashk sacrifice. Moralin manages to down the vengeful dragon with an arrow, as he crashes into the earth.

95: The Ring of Storms

Following the acquisition of Falconhoof's Siberys mark and the escape of Mala's copy with some of Dzir's scales, Emili follows up on a tip from a tribe of sahagun that were encountered previously, and the group travels south to the Ring of Storms. Discovering a ring of mountains, with a valley full of water due to a large storm, the group travels around as killer whales. They're able to find the Sahugan city Hal-Maba, built on a giant leviathan, a large Siberys dragonshard with unique properties, and the now submerged ancient drow city of the Umbragen.

96: Battle of the Umbragen

Following the pleas for help of the Umbragen, a force of elite drow soldiers, the NPC's assist in helping them with their struggle against invading daelkyr forces. As Zekkor's crown begins to backfire, the group comes face to face with a freed Belashyrra and her minions. In the lair of The Umbra, the drow's mysterious deity, Moralin realizes this is the latent essence of The Shadow, deity of his sovereign weapon. The Umbra teaches him a ritual, capable of sealing away powerful daelkyr and overlords in Khyber, and belashyra is sealed within a new prison.





97: Mabar's Expeditions

The NPC's, realizing they only have a little over a week until the eclipse of Rhaan, split into two travel groups, covering double the ground in order to make headway on each area of Xen'drik covered in Mabar. Before jumping in, one of the Bloodsails, Vacia of Korranburg, is assigned to assist the party. After a somewhat bitter introduction, George and Moralin realize they're speaking to their long abandoned daughter/sister, respectively

98: Void Child

As the party takes a rest in the mansion outside of The Amaritine City, Vacia uses the opportunity to catch up with her brother. Using a strange spell called encode thoughts given to Vacia by her patron, she shows Moralin some of the memories he's missing, first hand. The NPC's make an assault on the Empress of Shadows, rescuing George's fallen bandmate Rin Stargone in the process.

99: The Battle of The Bone King

Gathering their armies through some bureaucratic teleportation, the NPC's attack The Bone King, one of the dark powers. As a battle between an alliance of elves and an undead army rages on, the party, along with some allies of the Devourer summoned through the relinquishing of tinderstrike, kill the Bone King. Making their way to The Citadel of Misery, Krishna, also known as Minara Vol, tricks the party into a betrayal by two bloodsails and a rakshasa.

100: Krishna, the Queen of Fallen Tears

The NPC's face their greatest threat yet: An enchanted rematch with Erandis Vol, her mother and the patron of George, a lord of dust, serving Sul Khatesh the Overlord of Secrets, and Vacia, who had betrayed the group by her own accord, under some agreement with the rakshasa. Victory could mean saving Zilargo from Mabar's curse, and fixing yet another eclipse. Failure could mean the unleashing of another overlord, as the death of four sovereign candidates would let Sul Khatesh break out of her prison in Khyber. At last, the Lords of Dust reveal what they have been waiting for, as their sovereign pawns become powerful enough to use.

The Thelanis Arc: Level 16

101: Housekeeping

With less than a day until the eclipse, the NPC's return to Daanvi to rest from their battle with Hektula. Going their seperate ways, each members returns to their base, to upkeep their armies, say hello to their residents, and recruit powerful allies for the trials ahead. In the wake of Zilargo's return, the general public now views the party as a major power and saviors of the world. Finally heading to Aundair, Queen Aurala proposes an alliance, in which Aundair will assist in saving the world from dragons and demons in return for a shot at the throne.

102: Aundair and Artifice

In Fairhaven's council chamber, Queen Aurala reuintes the NPC's with their party member, the artificer 13. Catching up on what he's done during the time skip, the NPC's have a dinner with their allies, seeing old faces like Brie, Xongo, and Naevos, and new ones such as the left and right hands of the queen. Bringing a combined force of armies marching upon the spot where Oalian used to sit, the war between the NPC's and the Traveler begins.

103: Thenalis's Fable

As the NPC's alliance and Aundair's forces continue to battle the corrupted treants, the party lands on the ground and fight to defeat yet another powerful rakshasa: Kashtarhak, the voice of chaos. The demon is slippery, and manages to enchant half the party into fighting against one another, and upon temporarily killing him, the entrance to Thelanis is revealed.

104: Zekkor Becomes A Slingshot

In the faraway land of Folly, The Traveler begins his flawed and biased narration of Zekkor's tale. Dropping him into a quaint town, Zekkor, Emili, and their allies find that logic is not sound here, and the impossible is not far from reach. Selling his pet unicorn for a measley bean, Zekkor is not that astounded as it grows into a giant beanstalk, reaching a castle in the sky. Pushing the Overlord's patience, the group begins to learn that their weapons, whether missing or limp in hand, will not be as reliable as an old kick to the balls.

105: But I'm Your Conscience 13!

Within The Assembly, 13 is placed into a tale of the Forge Maiden, an archfey who's creations never go according to plan. Ignoring the agigating and inconcsistent moral compass of the docent Jeremiah Cracked-Up, the group enter "The Labyrinth", in hopes that 13's sovereign weapon will lie within. Instead, they find his research partner and nemesis, Chyron, who has been given a century to think of a design for the perfect killing machine, the mecha-tarrasque. Waking up next to a dead Malleon, 13 calls upon a very old debt he promised The Keeper.

106: Moralin and the Skeleton Crew

Outside of the peripheral of The Traveler, Moralin and George find themselves near the Castle of Forgotten Things. Running into some of their allies, who have spent 6 months here, Moralin takes Darro's place as the legendary "Robin Hood". Sneaking into an archery tournament to claim his soverign weapon, the group must not only fight The Forgotten Prince, a powerful archfey, but the sheriff of the town, a corrupted Vron Rowan.





107: Emili and The Worm That Walks

Defeating the giants in Folly and retreiving The Defender, Zekkor and Emili are transported to The Frozen Castle, as Adal is turned into the Prince of Frost by the Traveler. An archfey, sent to help Emili stay on track, instead brings her to her own personal layer of Thelanis. Oddly enough, it seems to more resemble the adventures of Lhazaar's crew, the Bloodsails, than her own life. Entering another Sahugan city, Emili makes contact with Kyuss, and the group learns of his dark origins.

108: Surviving a Tarrasque

Kyuss makes a deal with Zekkor, promising Emili's life returned to her in exchange for a Sovereign Weapon and Siberys mark. Gaining a portion of his form, 13 and Falconhoof endure Chyron's hunt for their lives, and as 13 miraciously gets up over and over, Falconhoof uses his earth abilities to evade The Tarrasque's wrath. Entering a portal, the duo find themselves in the shadow of Oalian, with their allies who have been waiting for a decade.

109: George and the Deck of Consequences

George and Moralin continue their adventure. They make their way into a Feyspire of some sort. On the first floor, a telescope aimed at the moon of Rhaan reveals a dark secret, that the moons were created as an emergency weapon for the progenitor dragons. On the next floor, it's revealled via research notes on Vacia that a void child's blood can unlock these moons. Moralin stabs his sleeping sister, correctly guessing that she was the Traveler. 3 cards from the Deck of Many Things are drawn: one which makes Moralin less intellegent, one that sends a wrathful Rakshasa to plague his life, and finally, George pulls a card which unleahshes a half lucid Erandis Vol on him in a 1 on 1 challenge to the death.

110: Falconhoof and The Forest Queen

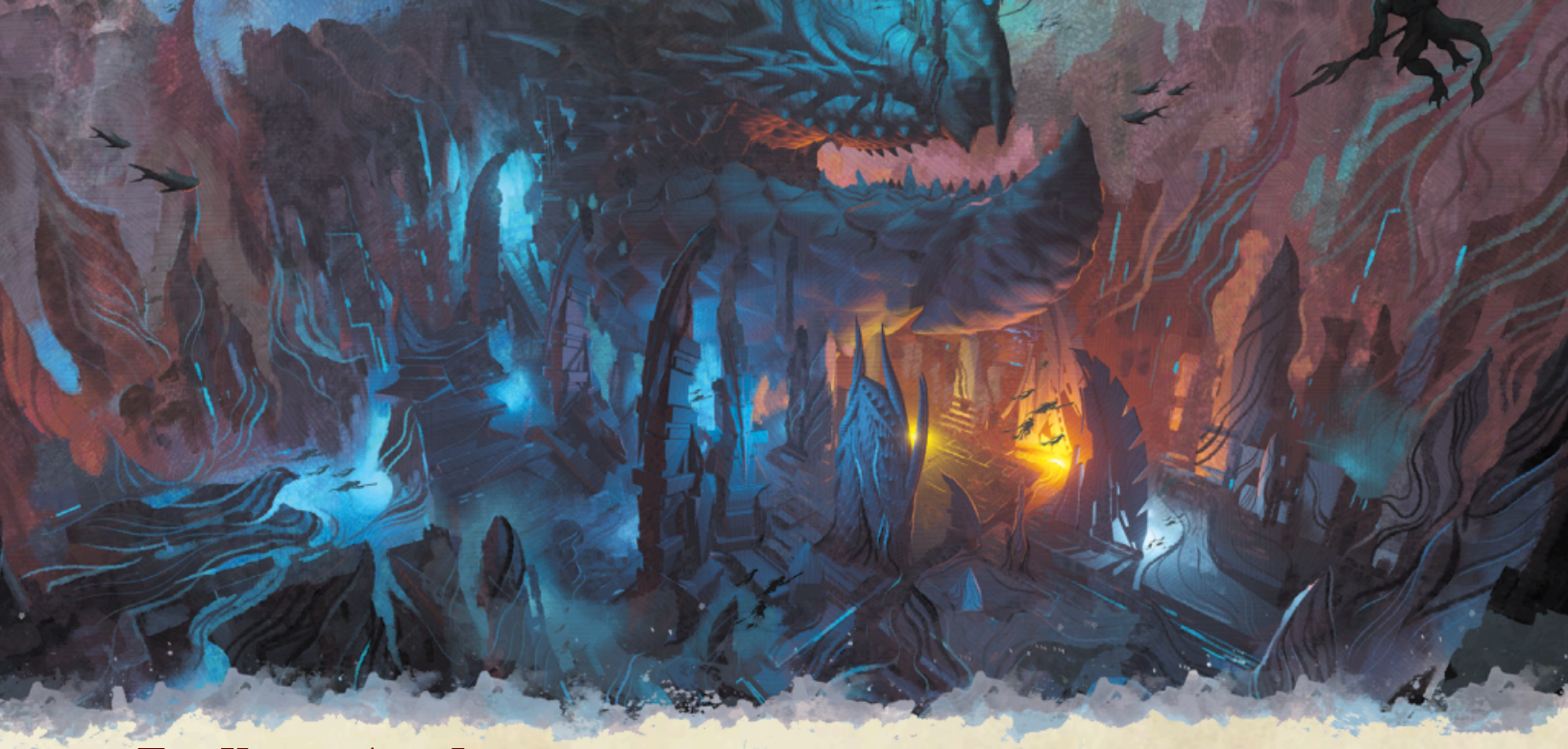
13 and Falconhoof follow up on their lead in the Endless Weald, coming across a house made of fruit belonging to a witch. As two gigantic children turned beast attack them, both Falconhoof and 13 fall under the spell of the layer, turning into mindless animals serving the witch. Leading her pack of animals into the town of Patience, the standing citiziens wielding weapons that did not fall apart in this place must band together to wake up our heroes. Falconhoof manages to convince the Forest Queen of his druidic origin, and she helps everyone get home in anticipation for the final confrontation with The Traveler.

111: The Traveler and The Moon

With their armies prepped, their allies bolstered, and a way out of Thelanis, the alliance of The NPC's enters Falconhoof's grove, hoping to protect it from the Traveler's destruction. Right as the moon he's harnessed would break apart the gatekeeper seal, unleashing evil onto the world, the great tree Oalian holds up the moon, keeping it at bay. With enemies on every side, the 8 siberys candidates begin their assault in hopes of sealing the Traveler. With half of them doing their duty, the fate of the world is left in the other four's hands.

112: Happily Ever After

With half of the Sovereign candidates left to wound The Traveler in the sealing ritual, the Overlord begins concentrating fire on those who have yet to strike. As Vacia struggles to stay alive long enough to harm him, George concludes his duel with the Avatar of Death. Moralin finds a way to hide from even the most watchful eyes, all while Falconhoof defends his grove from harm. As the fate of the planet hangs in the balance, the rest of the NPC's and their allies pull together what power they have left in order to seal away The Traveler at any cost.



The Kythri Arc: Level 17

113: The Consquences and Rewards of Chaos

In the fallout of the Traveler's sealing, many rewards are garnished by the NPC's and Bloodsails, with some unforseen consequences. Four more cards are drawn with varying results, Falconhoof recieves artifacts indicative of his Archdruid status, George recieves a cloak from his new patron, and Moralin plants all of the beans he has left. Zekkor gains a level in a battle with a pit fiend, and Emili learns from the Devourer that her past is the key to victory against Keshaware.

114: Get to Mi Ship Without Haste

Finally with some downtime to spend, the NPC's seperate to rest in their homes. Meeting back up, they finally board Emili's transportable base, The Force of Nature. Sending George on a quest and recieving his mentor, "The Maharishi" in his place, the group heads to Stormreach to visit their friends in the Merchant's Guild. Unable to purchase any more haste potions, the party learns that gaining access to wish makes you a far greater threat to the powers that be.

115: Fool's Gold

Setting sail out of Whitecliff on the Force of Nature, the NPC's stop in Newthrone to have a political discussion with the king of Q'Barra and his counsel. After airing their desires and Emili losing a duel with their dragonborn representative, the crew sets sail for Hal'Iri, the first Sahugan city on their voyage. The party gets a look into the Bloodsail's past. Originating from the continent of Sarlona, Captain Lhazaar Roewind and her human allies escape the clutches of the Quori.

116: Dishonorable Waters

Stopping in the Bay of Swords on Zekkor's request, the NPC's face their first look of the country of Valenar. A band of their warriors challenge Zekkor to an unfair duel in order to grant him access into their lands. At the pinnacle of this duel, Moralin causes sabotage, and the elves soon become hostile and offended. The group travels to the city of Hal'Lam, where Emili not only recieves insight into where she came from, but a tale is played out in which Kyuss gains his abilities, and Lhazaar is cursed forever.

117: Fear in the Depths

The NPC's gate their ship back to the waters above Hal'Shavar, the next Sahugan city on Emili's journey. The city has been overun by a Kraken, an ancient fiend belonging to the Lurker, the Overlord of the Deep. Descending beneath the waves, the Force of Nature touches the Ocean Floor, and makes its way into an ambush. The Maharishi conjures an illusory dragon, intimidating all of the Kraken's forces into submission.

118: The Lurker's Defeat

Pitted against a Kraken in control of Hal'Shavar, the NPC's disembark from their ship to do battle with the Lurker's Prakhutu. Learning that it was awoken due to the death of another siberys candidate, the party begins to wonder how good the intentions of every Bloodsail truly are. Within the dreams of another Karlassa, Erandis and Vyssil escape with the Bloodsails, as the newly formed group defend themselves against a younger Jharaasta intent on ending Erandis's bloodline.



119: Suprising Alliances

The NPC's travel to Greenheart. Searching for the absent Bokk Thiel, they find the man cruely proceeding with the execution of Aundarian soldiers. Falconhoof begins a duel with Bokk's thorny beast, learning it has fiendish origins. A quori spirit is sent out of Bokk's mind, and he reveals that the Lords of Dust and Quori have begun to work together. As the party debates how they will approach Jaela and her draconic convoys, the Maharishi reveals that they have their own allies in the dragons right in front of them.

120: Ellywick Fobblestream

After a brief gate to the next city of the Dominion, Hal'Syr, the NPC's experience another vision of the Karlassa. This time, they live out Keshaware's challenge against his angelic predesscor, getting s glimpse not only of the power Emili may face, but the chaotic properties of Kythri. Beginning their quest to see Lhazaar's eight princes, Emili visits her home on the gnome island of Lorghalan. Reuinted with her parents after many years, she learns of their terribly kept secret.

121: Intermission: Quori Men

While the NPC's sail the coast of Khorvaire, George teleports into Stormreach, and meets up with his 3 band mates. The group travels Xendrik, looking for the mysterious pedestal in the Menechtarun Desert they stumbled upon and have no recollection of how to return to. The band explores the ruined giant city of Mel-Aqat, learning of "Project Ebony" and the nature of Crya's impact on the planet many years ago.

122: The Hammers of Earth and Sky

Shasi Stormlyn joins the NPC's on their escape from Lorghalan, sailing by The Hammer, an island sized elemental. As The Force of Nature is bombarded, Emili harnesses a skill latent in her to subdue the guardian and let them pass, learning the art of stonesinging. While sailing towards Lastpoint, the group encounters an ancient weapon feared by dragons and wielded by giants, as well as a sphere of antimatter. Arriving at Lastpoint, the crew finds themselves blinded by an intense fog, until Moralin spots Bloodsail ships inbound.

123: An Exchange in Fog

Turning a Bloodsail ambush on its head, The Force of Nature fires away at the incoming fleet of undead pirates. Cannonfire comes from the mist of Lastpoint. The NPC's meet a group of changelings all masqueraded as Prince Kel. Desiring to covet and protect the dragonshard containing the Traveler, a trade is made for blood. Upon leaving the island, Naevos manages to bring the ship farther north than anticipated.

124: Blood for Storm

The Devourer requests an execution out of Emili of some of his more devout followers, the Cloudreaver Principality. Heading to Port Krez, half the group confronts Mia Rockface, their bloody leader, while the other half attacks their ships. Several ships are dive bombed as their magical windsails are stolen. Naevos is killed, a sacrifice to get to a siberys mark, and Emili takes her revenge and claims the Mark of Storm.



125: English Breakfast

Sailing west to make a detour at Cliffscrape, Emili is given a choice between life and power through a mysterious vision. The NPC's encounter a morally righteous ally in Prince Lorrister of the Heavenly Fleet, and Zekkor tricks him into taking dragon's blood and losing a little of his own. The NPC's watch Lorrister fight off a Karnaathi noble, fearful of involving themselves in Khorvaire politics. Arriving at Regalport, Moralin produces a copious amount of magical eggs.

126: A Volatile Bounty

On the eve of departure, Moralin is approached by the head of House Thuranni, with a proposal for information on Vacia's wherabouts. The crew sails north to Orthoss. Prince Koulton Brightwind promises to give up his blood, and the remaining prince's in exchange for the NPC's helping him with an insubordination. Discovering Captain Magwroth's ship underwater, The Force of Nature is attacked by the captain in a strange elemental form, and his slaad crew infect Emili with a bizarre magical disease.

127: Memories Of Bloodshed

Thanks to Moralin's curiosity, a second victim of Chaos Phage begins their transformation. The crew decides to visit Hal'Dol and Hal'Fer to learn more of the Bloodsails. Kyuss's transformation into the vessel of an overlord plays out, thanks to the traitourus rakshasa Vikari, and upon Lhazaar's death a decade later, a grief striken Malleon finds his Sovereign weapon and begins a conquest of bloodshed across Khorvaire

128: Port of Call Lightning

The NPC's allies unite in Regalport to prepare for the assault on Port Verge. As Moralin completes his assasination assignment, the extremely perceptive Korvaxis catches him in route to a political meeting with his target. The true limits of strength are displayed as Kyuss clashes with the Greatwyrm, letting slip his unique relationship with Moralin and his weapon. The Force of Nature, backed up by an allied fleet, strikes Port Verge and its undead forces.

129: The Compelled Blade

As the NPC's approach Kolberkon Keep, they must endure its defenses of the last prince they need blood from. Polymorphed undead, siege staffs, and even the reanimated corpses of Kaltari and Phacadermys block the way forward. As the party, missing their cleric, approach the prince, they must endure Malleon Kas's blade, forced into servitude of the port by Erandis. As a barrier limiting their fight to singular duels keeps the group vulnerable to defeat, Zekkor manages to slay Malleon, invoking his vengence for the rest of his days.

130: Kythri's Pandemonium

As The Force of Nature crashes into Cornerstone, the city at the center of Kythri, the NPC's learn more about the plane, upgrading their ship to a spelljammer in the process. They learn the location of Mordain the Fleshweaver, and travelling to his tower growing out of a massive dragon corpse, make some exchanges. In a cruel twist, Kyuss takes Vacia's soul, giving Mordain her body to inhabit.

131: The Flesh of Aureon

On Moralin's walk back, a strange shadow temtps him with promises of forbidden magic in exchange for Kyuss's death. The NPC's make their way through the entrails of Aureon, fending off Mordain's experiments and a number of mind flayers. The party chases down Vacia's removed brain in the lair of a Daelkyr lord. Dyrrn the Corrupptor uses Vacia's mind to power an elder brain, as Falconhoof gets serious against his natural enemy.

132: Trials of the Devourer

With Falconhoof killing the most powerful Daelkyr known, the NPC's return to Cornerstone to find the final sahugan city. In a final vision, Ellywick sees Lhazaar's final day, firsthand. As Lhazaar enters the room in the flesh, the two learn that Ellywick's story begins where Lhazaar's legacy ends. With a renewed sense of identity, Ellywick challenges Keshaware. The angel reveals how minimal their god's influence is on Eberron today, and faces a disease of his own.



133: Pantheon's Negotiations

Returning to the material plane, the NPC's find a month has passed and the entire town of Port Verge is under their jurisdiction. Reuniting with George, the bard informs them that one of Eberron's pedestals is beyond repair, and the path to divinity could be a race. Upon the Force of Nature, the NPC's and Bloodsails finally meet to discuss their plans for their alliance againt the dragons. One group will sneak into Sharn to take out Korvaxis, while the other diplomatically enters Thaliost and defeats Taenarus. The war has begun.

134: The Battle of the Bands

As the Bloodsails make their exit, Queen Aurala reveals herself, suspicious of her ally's secret meetings with Erandis. After Erandis promises her the throne, the NPC's decide to throw a large party at Falconhoof's grove before the war begins. Both friends and allies are invited in an attempt to add some levity to the world while also preparing for the conflict ahead. Celebrity Jig Magger appears, and during a battle of the bands, a demon of lust is summoned.

135: The Politics of Revelry

As the party continues, Queen Aurala attemtps to spin her near death experience into a display of power in her allies, with a little help. Ellywick manages to convince Rygar to give her the title of ruler of their territory with the Queen's help. Zekkor manages to make a deal to take the skin and arm of a Undying Court retiree. Derric's soon to be bride is (temporThaarily) cured, and Ellywick duels for the sake of Q'Barra's fealty.

136: Calm Before The Storm

Cliffside prep, Western Thaliost, Eastern Thaliost, Taenarus Social Encounter

137: A War Between Nations

White Arch Bridge, Thaliost Station, The Pyre

138: The Flying City

Cliffside, Skyway, Precarious



139: Dragons and Forges
Malleon's Gate, Cannith Foundry

140: The Battle of the Sewers
Thaliost Sewers

141: Ancient Tomb
Dhakaani Vault

142: Battle of the Arch
Black Arch 1-3

143: Moralin's Party
King's Cellar Cellar, King's Cellar, Stormhold

144: Dragon Towers
Dragon Towers, Upper streets, Ambassador Towers



145: Taenarus
Taenarus Boss Fight

146: Korvaxis
Korvaxis Boss Fight

147: Enter Shavarath
Fight in Shavarath, Enter the Tournament

148: Shavarath's War
Begin tournmanet

147: Tournament of War
Finish tournmanet

148: Tiamet, Daughter of Khyber
Tiamet Boss fight



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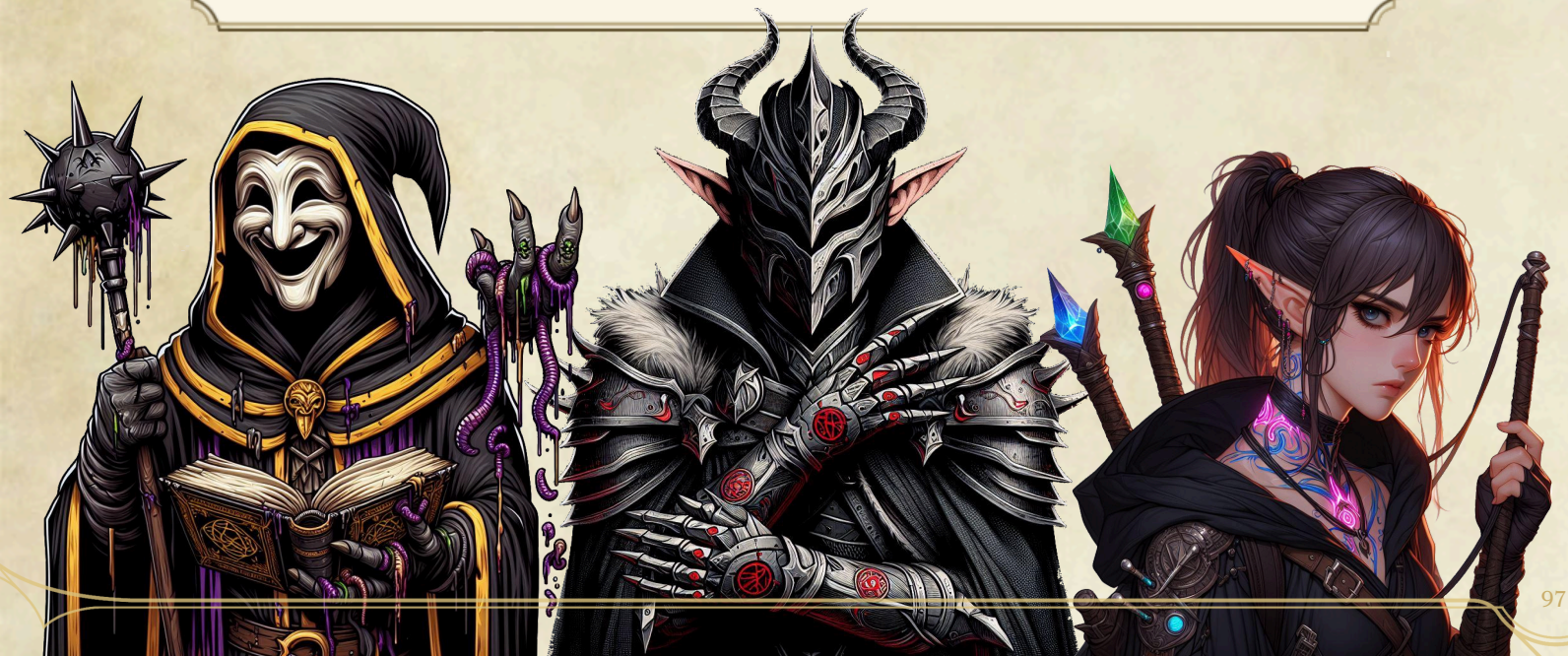
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Powers of Eberron



Within the realm of Eberron, you may have felt, for a time, as if the active powers of the world are no match for your adventuring group. The reality is that up until a certain point of progression this is true, but when one truly becomes inbued with greatness, their rivals become overwhelming. In this section, you will find statblocks for The Bloodsails, the Dragons of Argonossen, and the Lords of Dust and their respective Overlords.





AUNDAIR

One of the original Five Nations of the Kingdom of Galifar, Aundair is best known for its fine wine, cutting wit, and most of all, its love of all things arcane. Home to the famed Knights Arcane, Aundair fielded the most wandslingers, eldritch knights, and war mages out of any nation taking part in the Last War. The Arcane Congress has long been an Aundairian institution, and it has only accelerated its advancement of arcane science even more since the relocation of its floating towers to the village of Arcanix, a site of magically-enriched land seized during the Last War.

Nearly every middle- or upper-class adult in Aundair knows how to cast at least a single cantrip, and the inability to cast even one of these most basic of spells is perceived in Aundair much like illiteracy is viewed in the rest of the Five Nations—a failure of basic education.

ARMED FORCES

Because of Aundair's penchant for the arcane, many of its wartime assets use wizardry as a source of power—whether by actual war wizards, arcane engines of war, or soldiers that blend blade and spell.

AUNDAIR'S MILITARY

To represent the military of Aundair, the following suite of stat block features can be added to the Guard, Knight, and Veteran statistics in the *Monster Manual*, the Champion statistics in *Volo's Guide to Monsters*, or the Soldier stat block detailed earlier in this book. These features have no impact on the NPC's challenge rating.

Aundairian Military Training

Ability Scores The NPC has an Intelligence score of 13 (+1)
Skills The NPC gains proficiency in the Arcana skill.

Actions

Replace the NPC's ranged weapon attacks with Spellcasting one of the other actions below:

Fire Bolt (Cantrip). *Ranged Spell Attack:* Proficiency + Intelligence modifier to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage or 11 (2d10) fire damage if the NPC is CR 5 or higher. A flammable object hit by this spell ignites if it isn't being worn or carried.

Ray of Frost (Cantrip). *Ranged Spell Attack:* Proficiency + Intelligence modifier to hit, range 120 ft., one target. *Hit:* 4 (1d8) cold damage or 9 (2d8) cold damage if the NPC is CR 5 or higher. Additionally, the target's speed is reduced by 10 feet until the start of the NPC's next turn.

Spellcasting. The NPC knows one of the following cantrips: *fire bolt* or *ray of frost.* As an action, the NPC can cast the cantrip using Intelligence as the spellcasting ability (Proficiency + Intelligence modifier to hit with spell attacks; see above).



Aundair

Queen Aurala ir'Wynarn

Medium Humanoid (Human, Wizard), Neutral Good

Armor Class 18 (*royal gown, crown of protection*)
Hit Points 36 (8d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+1)	16 (+3)	10 (+0)	15 (+2)	18 (+4)	20 (+5)

Saving Throws Str +3, Dex +5, Con +2, Int +6, Wis +8, Cha +7
Skills Deception +8, History +5, Insight +7, Persuasion +8
Senses passive Perception 14
Languages Common, Elvish, Halfling
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Royal Inspiration. When Aurala or a creature within 60 feet of her that can see or hear her makes an attack roll, ability check, saving throw, or damage roll, Aurala may roll 3d6 and add the result to the roll.

Special Equipment. Aurala wears a *royal gown*, a magic item that grants her an Armor Class equal to 13 + her Dexterity modifier, as well as a *crown of protection*, which grants her a +2 bonus to AC and all saving throws. If worst comes to worst, Aurala has a *+1 dagger* and a *+2 longbow* with which to defend herself.

Actions

+1 Dagger. *Melee or Ranged Weapon Attack*: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage

+2 Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Spellcasting. Aurala casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 12):

At will: *blade ward, light, message, prestidigitation*
3/day each: *charm person, comprehend languages, silent image*

Reactions

Cutting Wit. When a creature within 60 feet of Aurala makes an attack roll or ability check, Aurala can use her reaction to roll 3d6 and subtract the result from the creature's roll. This must be done before the results of the roll are determined.

Prince Jurian ir'Wynarn

Medium Humanoid (Human), Chaotic Good

Armor Class 17 (studded leather)
Hit Points 143 (22d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	14 (+2)	14 (+2)	14 (+2)	16 (+3)

Saving Throws Dex +9, Con +6
Skills Athletics +6, Deception +11, Perception +6, Performance +7, Sleight of Hand +9
Senses passive Perception 16
Languages Common, Gnomish, Elvish, Goblin, Halfling
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Driven (2 Uses; Recharges after a Short or Long Rest). Jurian rerolls a failed ability check, attack roll, or saving throw with advantage.

Actions

Multiattack. Jurian makes two attacks with his rapier.

Rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage, plus 9 (2d8) piercing damage if Jurian has more than half of his total hit points remaining.

Fire Bolt (Cantrip). *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 16 (3d10) fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

Spellcasting. Jurian casts *fire bolt*, using Intelligence as the spellcasting ability as an 11th level caster (see above).

Bonus Actions

Cunning Action. Jurian takes the Dash, Disengage, or Hide action.

Second Wind (Recharges after a Short or Long Rest). Jurian regains 20 hit points.

Reactions

Dragonhawk Riposte. Jurian adds 5 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon with finesse in one hand, and nothing in his other hand. After the attack is resolved, whether it hits or misses, Jurian immediately makes a melee weapon attack against the creature that attacked him if it is within his reach.





Arcane Ballista

Large Construct, Unaligned

Armor Class 17 (natural armor)
Hit Points 112 (15d10 + 30)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (–1)	14 (+2)	1 (–5)	5 (–3)	1 (–5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 7
Languages understands mental commands of its master, but can't speak
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Magic Ammunition. When the ballista makes a ballista bolt attack, it conjures its own magical ammunition, which has a +2 bonus to attack and damage, and deals an extra 11 (2d10) fire damage on a hit (included in the attack).

Actions

Ballista Bolt. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 17 (3d10 + 1) piercing damage and 11 (2d10) fire damage. A flammable object hit by this attack ignites if it isn't being worn or carried.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.





Bladesinger

Medium Humanoid (Wizard), Any Alignment

Armor Class 14 (studded leather; 18 during Bladesong)
Hit Points 49 (9d8 + 9)
Speed 30 ft. or 40 ft. (during Bladesong)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	19 (+4)	11 (+0)	12 (+1)

Saving Throws Int +7, Wis +3; Con +5 during Bladesong
Skills Acrobatics +5, Arcana +7, Performance +4
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Actions

Multiattack. The bladesinger makes two rapier attacks.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage and 4 (1d8) force damage.

Spell Blast (4th-Level Spell; 3/Day). The bladesinger creates a magical blast of energy that can be directed and shaped as the bladesinger desires, choosing between a 20-foot radius sphere centered on a point it can see within 120 feet of it, a line 60 feet long and 5 feet wide extending from it in a direction it chooses, or a 40-foot cone. Each creature in the blast must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 31 (7d8) damage of a type chosen by the bladesinger: acid, cold, fire, lightning, or thunder. On a successful save, a creature takes half as much damage.

Spellcasting. The bladesinger casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 15; +7 to hit with spell attacks):

At will: *light, message, shocking grasp, ray of frost*
3/day each: *burning hands, detect magic, magic missile*
2/day each: *invisibility, phantom steed* (as an action), *scorching ray*
1/day each: *banishment, confusion, hold monster*

Bonus Actions

Bladesong (Recharges after a Short or Long Rest). The bladesinger begins performing the Bladesong. The Bladesong lasts for up to 1 minute, and ends if the bladesinger is incapacitated.

While the Bladesong is active, the bladesinger's Armor Class includes its Intelligence bonus, its speed increases by 10 feet, and it applies its Intelligence bonus to Constitution saving throws (noted above).

Reactions

Arcane Shield (1st-Level Spell; 3/Day). When the bladesinger is hit by an attack roll, its AC increases by 5 until the start of its next turn, which can cause the triggering attack roll to miss.

Arcane Negation (3rd-Level Spell; 2/Day). The bladesinger targets one creature it can see within 60 feet of it that is casting a spell. The bladesinger makes an Intelligence check with a DC equal to 10 + the spell's level. On a success, the target's spell fails and has no effect.

Dragonhawk

Huge beast, unaligned

Armor Class 15 (natural armor)
Hit Points 84 (8d12 + 24)
Speed 10 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	18 (+4)	2 (–4)	14 (+2)	6 (–2)

Saving Throws Dex +4
Skills Perception +5, Stealth +4
Senses blindsight 60 ft., passive Perception 15
Languages —
Challenge 5 (1,800 XP)

Flyby. The dragonhawk doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Sight. The dragonhawk has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The dragonhawk makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage.

Talons. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the dragonhawk can't use its talons on another target.

Dragonhawk Rider

Medium Humanoid, Typically Lawful Neutral

Armor Class 17 (half plate)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	15 (+2)	12 (+1)	11 (+0)

Skills Animal Handling +3, Arcana +4, Perception +3
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 3 (700 XP) **Proficiency Bonus** +2

Mounted Flyby. When controlling a mounted dragonhawk, the rider doesn't provoke opportunity attacks when its mount flies out of an enemy's reach.

Actions

Fire Bolt (Cantrip). *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Spellcasting. The rider casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 12; +4 to hit with spell attacks):

At will: *fire bolt* (5th level; see above), *minor illusion*

Bonus Actions

Quickened Cantrip (3/Day). The rider uses Spellcasting to cast a cantrip.



Eldritch Knight

Medium Humanoid, Typically Lawful Neutral

Armor Class 17 (half plate)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	16 (+3)	10 (+0)	12 (+1)

Saving Throws Str +6, Con +4
Skills Arcana +5, Athletics +6, Intimidation +3
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Actions

Multiattack. The knight either makes two weapon attacks, or makes one weapon attack and casts a cantrip (in any order).

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, and the target has disadvantage on the next saving throw it makes against a spell the knight casts before the end of its next turn.

Fire Bolt (Cantrip). *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

Shocking Grasp (Cantrip). *Melee Spell Attack:* +5 to hit (the attack roll is made with advantage if the target is wearing armor made of metal), reach 5 ft., one creature. *Hit:* 9 (2d8) lightning damage and the target can't take reactions until the start of its next turn.

Spellcasting. The knight casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 13; +5 to hit with spell attacks):

At will: *fire bolt* (see above), *shocking grasp* (see above)
2/day each: *burning hands, thunderwave*

Reactions

Arcane Shield (1st-Level Spell; 3/Day). When the knight is hit by an attack roll, its AC increases by 5 until the start of its next turn, which can cause the triggering attack roll to miss.



Knight Phantom

Medium Humanoid, Typically Lawful Neutral

Armor Class 17 (half plate)
Hit Points 117 (18d8 + 32)
Speed 30 ft., flying 20 ft. (in Phantom Form only)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	14 (+2)	16 (+3)	10 (+0)	15 (+2)

Saving Throws Str +8, Con +5
Skills Arcana +6, Athletics +8, Intimidation +5, Perception +3
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Actions

Multiattack. The knight either makes two weapon attacks, or makes one weapon attack and casts a spell (in any order).

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands, plus 9 (2d8) force damage if the knight is incorporeal. The target has disadvantage on the next saving throw it makes against a spell the knight casts before the end of its next turn

Phantom Rider (3rd-Level Spell; 1/Day). The knight casts *phantom steed* as an action. When it does, the spell gains the following additional benefits:

- the spell's duration increases to 4 hours
- the steed ignores difficult terrain and can move across liquid surfaces as though affected by the *water walk* spell

Spellcasting. The knight casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 14; +6 to hit with spell attacks):

At will: *fire bolt* (11th level), *shocking grasp* (11th level), *true strike*
2/day each: *burning hands, magic missile, thunderwave*
1/day each: *gust of wind, fear, scorching ray*

Bonus Actions

Phantom Form (3rd-Level Spell; 2/Day). The knight transforms into an incorporeal version of itself for 1 minute. While incorporeal, the knight's weapon attacks deal an extra 9 (2d8) force damage (noted in the attack), the knight gains a flying speed of 20 feet, and it can move through other creatures and objects as if they were difficult terrain. The knight takes 5 (1d10) force damage if it ends its turn inside an object.

Reactions

Arcane Shield (1st-Level Spell; 3/Day). When the knight is hit by an attack roll, its AC increases by 5 until the start of its next turn, which can cause the triggering attack roll to miss.





BRELAND

Breland is a constitutional monarchy, its throne is supported by a partially-elected parliament. Breland's citizens enjoy the most freedoms, liberties, and inalienable rights compared to the peoples of any other of the Five Nations. Breland's monarch, King Boranel, is a beloved ruler, affectionately known as "the Bear", who harbors little patience for intrigue and politics.

But all is not perfect under the banner of the Bear. Perhaps because of the Brelish love of freedom, combined with its king's hands-off style of rule, Breland also suffers from the most widespread corruption and crime in all the Five Nations. Gold speaks in Breland, and often louder than justice.

Although Wroat is Breland's capital, Sharn—the famed City of Towers—is the largest city in not just the country, but all of Khorvaire. Sharn is a major melting pot of peoples and cultures, and is so large, in fact, that NPCs and creatures specific to the metropolis are given their own section later in this book.

ARMED FORCES

As the largest of the Five Nations, Breland's main strength during the Last War was, simply put, its numbers. However, with its sizable territory also came a need for outstanding intelligence, logistics, and crisis management. The elite of the King's Citadel provided.

BRELAND'S MILITARY

Breland is home to free-thinkers and individualists. When forged together as a military unit, they act with a cunning adaptability to combat. Additionally, Brelish soldiers tend to have a pragmatic mindset when it comes to personal combat, and are willing to seize upon any opportunity to emerge victorious.

To represent the military of Breland, the following suite of stat block features can be added to the Guard, Knight, and Veteran statistics in the *Monster Manual*, the Champion statistics in *Volo's Guide to Monsters*, or the Soldier stat block detailed earlier in this book. These features have no impact on the NPC's challenge rating.

Brelish Military Training

Cunning Tactics. The NPC has a keen eye for seizing a tactical advantage. Immediately after rolling initiative, it can choose itself and up to three allies it can see if it isn't incapacitated. It can swap the initiative results of the chosen creatures among them.

Opportunist. The NPC can take a second reaction every round, but can only use it to make an opportunity attack.

Breland

King Boranel ir'Wynarn

Medium Humanoid (Human), Chaotic Good

Armor Class 23 (*+1 adamantine plate, +1 shield, cloak of protection*)
Hit Points 97 (13d8 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	14 (+2)	16 (+3)

Saving Throws Str +9, Dex +3, Con +8, Int +1, Wis +7, Cha +4
Skills Animal Handling +6, Athletics +8, History +4, Persuasion +7, Survival +6
Damage Resistances fire
Senses passive Perception 14
Languages Common, Dwarvish, Elvish, Goblin, Gnomish, Halfling, Sahuagin
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Action Surge (Recharge 4–6). Boranel takes an extra action on his turn.

Driven (Recharge 5–6). Boranel rerolls a failed ability check, attack roll, or saving throw with advantage.

Royal Inspiration. Whenever Boranel or a creature within 60 feet that can see, hear, and understand him makes an attack roll, ability check, saving throw, or damage roll, Boranel may roll 3d6 and add the result to the roll.

Special Equipment. Boranel wears a suit of *+1 adamantine plate* which turns any critical hit against him into a normal hit, plus a *cloak of protection,* a *ring of fire resistance,* and a *ring of sending* that lets him cast the *sending* spell once between each dawn. In battle, Boranel wields a *+1 shield,* an adamantine battleaxe, and a *+1 longbow.* His quiver contains normal, silvered, and adamantine arrows.

Actions

Multiattack. Boranel makes two attacks with a weapon he has drawn.

Adamantine Battleaxe. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

+1 Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Bonus Actions

Second Wind (Recharges after a Short or Long Rest). Boranel regains 20 hit points.



Lord Kor ir'Wynarn

Medium Humanoid (Human), Neutral Good

Armor Class 17 (*+2 chain shirt, ring of protection*)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	16 (+3)	13 (+1)	12 (+1)

Saving Throws Str +4, Dex +2, Con +4, Int +4, Wis +4, Cha +2
Skills History +5, Insight +5, Investigation +7, Persuasion +5
Senses passive Perception 11
Languages Common, Dwarvish, Elvish, Gnomish
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Action Surge (Recharges after a Short or Long Rest). Kor takes an extra action on his turn.

Highborn Inspiration (1/Turn). Kor may roll 3d6 and add the result to any attack roll, ability check, saving throw, or damage roll he makes, or to his AC until the end of the current turn (no action required).

Special Equipment. Kor wears a *+2 chain shirt*, a *ring of protection*, a *ring of mind shielding*. He also wears a gilded *+2 longsword* on his hip in an ornamental sheath that many assume is ceremonial, unaware of its deadly edge.

Actions

+2 Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

Nobilis Oblige. Kor speaks a special command to an allied creature that it can see within 30 feet of it. The target creature gains the Highborn Inspiration trait (as above) for 1 round, provided it can hear and understand Kor.



Prince Aejar

Medium Humanoid (Artificer, Human), Chaotic Good

Armor Class 16 (infused chain shirt)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	16 (+3)	12 (+1)	12 (+1)

Saving Throws Con +4, Int +5, Wis +3
Skills Arcana +7, Athletics +5, Nature +5, Survival +3
Senses passive Perception 11
Languages Common, Giant, Goblin, Gnomish
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Driven (Recharge 5–6). Aejar rerolls a failed ability check, attack roll, or saving throw with advantage.

Wilderness Explorer. Aejar ignores difficult terrain due to natural environments and he cannot be surprised while he is conscious.

Infused Equipment. Aejar's armor provides a higher AC than normal, his rapier attacks are magical and include bonuses to attack and damage, and he bears an *arcane propulsion arm* (see *Rising*). Aejar's infused equipment becomes normal mundane equipment 3 days after his death.

Actions

Multiattack. Aejar makes three attacks: one with his rapier and two with his *arcane propulsion arm.*

Infused Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Arcane Propulsion Arm. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (2d8 + 3) force damage.

Spellcasting. Aejar casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 13; +5 to hit with spell attacks):

At will: *detect magic, light, mage hand*
2/day each: *jump, longstrider, spider climb, snare* (*XGtE*; as an action)
1/day each: *create food and water*

Princess Syra ir'Wynarn

Medium Humanoid (Human), Chaotic Good

Armor Class 17 (*mithral chain mail, ring of protection*)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	12 (+1)	13 (+1)	16 (+3)

Saving Throws Str +4, Dex +3, Con +5, Int +2, Wis +4, Cha +4
Skills History +3, Perception +3, Persuasion +5, Survival +3
Senses passive Perception 13
Languages Common, Dwarvish, Elvish, Gnomish
Challenge 3 (700 XP) **Proficiency Bonus** +2

Action Surge (Recharges after a Short or Long Rest). Syra takes an extra action on her turn.

Driven (Recharges after a Short or Long Rest). Syra rerolls a failed ability check, attack roll, or saving throw with advantage.

Free Spirit. Syra has advantage on saving throws to resist being charmed, frightened, paralyzed, or stunned.

Survivor. Syra regains 5 hit points at the start of her turn if she has at least 1 hit point but fewer hit points than half her hit point maximum.

Special Equipment. Syra wears *mithral chain mail*, a *ring of protection*, and a *hat of disguise*. She carries an impressive, wavy-bladed *+1 greatsword* on her back and an ornate *+1 hand crossbow* on her hip.

Actions

Multiattack. Syra makes two attacks with her greatsword.

+1 Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

+1 Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.





Dark Lantern

Medium Humanoid, Any Alignment

Armor Class 13
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	14 (+2)	14 (+2)	16 (+3)

Saving Throws Dex +5, Int +4
Skills Deception +5, Insight +6, Investigation +6, Perception +4, Persuasion +7, Sleight of Hand +5, Stealth +5, thieves' tools +5
Senses passive Perception 14
Languages any three languages
Challenge 2 (450 XP) **Proficiency Bonus** +2

Slippery Mind. The Dark Lantern can't be targeted by any divination magic or perceived through magical scrying sensors. Additionally, if it fails an Intelligence, Wisdom, or Charisma saving throw against an effect that allows one or more subsequent saving throws to end the effect, the Dark Lantern automatically succeeds on those subsequent saves.

Sneak Attack (1/Turn). The Dark Lantern deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of one of the Dark Lantern's allies that isn't incapacitated and the Dark Lantern doesn't have disadvantage on the attack roll.

Actions

Multiattack. The Dark Lantern makes two rapier attacks.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

Cunning Action. The Dark Lantern takes the Dash, Disengage, or Hide action.

Reactions

Uncanny Dodge. The Dark Lantern halves the damage that it takes from an attack that hits it. The Dark Lantern must be able to see the attacker.

Umbral Spy

Small Construct, Typically Neutral

Armor Class 15
Hit Points 27 (6d6 + 6)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (–2)	20 (+5)	12 (+1)	5 (–3)	13 (+1)	12 (+1)

Skills Perception +3, Stealth +9
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks made with weapons that aren't silvered
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 13
Languages understands any one language (usually Common) but can't speak, telepathy 10 ft.
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Incorporeal Movement. The umbral spy can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Mask of Shadow. The umbral spy can attempt to hide even when not obscured, so long as it is not in direct sunlight.

Actions

Withering Touch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) necrotic damage.

Shadow Bond. The umbral spy can attempt to merge with the shadow of one humanoid, giant, or monstrosity that the umbral spy is hidden from. The target creature must succeed on a DC 11 Charisma saving throw or the umbral spy disappears and bonds with the target, perceiving the world through its senses. The target can repeat this saving throw at the end of each of its long rests. On a success, the umbral spy detaches from the target's shadow. Regardless of the result of any saving throw made against this ability, the target is unaware of making its save, and the umbral spy does not reveal itself from hiding.

While bonded to a target, the umbral spy is undetectable by all means short of truesight, which reveals it hunched in the target's shadow. The umbral spy can willingly detach itself from a target as a bonus action. When communicating telepathically, the umbral spy can relate everything it perceived while bonded to a target exactly as it was experienced.





Ironclad Mauler

Large Monstrosity, Unaligned

Armor Class 20 (grafted armor)
Hit Points 95 (10d10 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	6 (–2)	13 (+1)	7 (–2)

Skills Athletics +9, Perception +4
Condition Immunities frightened
Senses passive Perception 14
Languages understands any one language (usually Common) but can't speak
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Ironclad. Any critical hit against the mauler becomes a normal hit.

Keen Smell. The mauler has advantage on Wisdom (Perception) checks that rely on smell.

Mauling Charge. If the mauler moves at least 20 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the mauler can make one claw attack against it as a bonus action.

Siege Monster. The mauler deals double damage to objects and structures.

Actions

Multiattack. The mauler makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage and the target is grappled (escape DC 19). The mauler has two claws, each of which can grapple only one target.

Ninth Brigade Rider

Medium Humanoid, Any Alignment

Armor Class 16 (studded leather, shield)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	10 (+0)	15 (+2)	12 (+1)

Skills Animal Handling +4, Athletics +5
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 3 (700 XP) **Proficiency Bonus** +2

Combat Rider. When the rider directly controls a mount, its mount may take an action and bonus action at the end of the rider's turn.

Actions

Multiattack. The rider makes three melee attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands. The attack deals an extra 4 (1d8) slashing damage, or 5 (1d10) slashing damage if used with two hands, if it is made while the rider is mounted.

Shield Bash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage, plus an extra 2 (1d4) bludgeoning damage if the attack is made while the rider is mounted. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.



Commander Iyanna ir'Talan

Medium Humanoid (Human), Lawful Good

Armor Class 19 (half plate, shield)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	11 (+0)	15 (+2)	16 (+3)

Saving Throws Con +4, Cha +5
Skills History +2, Insight +4, Persuasion +5
Senses passive Perception 12
Languages Common, Goblin
Challenge 3 (700 XP) **Proficiency Bonus** +2

Devotion to Duty. Iyanna has advantage on saving throws against being charmed or frightened.

Driven (Recharges after a Short or Long Rest). Iyanna rerolls a failed ability check, attack roll, or saving throw with advantage.

Actions

Multiattack. Iyanna makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Bonus Actions

Second Wind (Recharge 6). Iyanna regains 20 hit points.

Reactions

Commander's Inspiration. When Iyanna or an ally within 60 feet that can hear her makes an attack roll, ability check, or saving throw, Iyanna can roll a d8 and add the result to the roll.

King's Sword

Medium Humanoid, Typically Lawful Neutral

Armor Class 20 (plate, shield)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	14 (+2)	15 (+2)	14 (+2)	16 (+3)

Saving Throws Str +7, Con +5
Skills Athletics +7, Insight +8, Investigation +8, Persuasion +9
Senses passive Perception 12
Languages any two languages
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Action Surge (Recharges 4–6). The King's Sword takes an extra action on its turn.

Indomitable (2/Day). The King's Sword rerolls a failed saving throw.

Mettle. If the King's Sword is subjected to an effect that allows it to make a Strength, Constitution, or Wisdom saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Actions

Multiattack. The King's Sword makes three weapon attacks with the weapon it has drawn.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Bonus Actions

Second Wind (Recharges after a Short or Long Rest). The King's Sword regains 20 hit points.





King's Shield

Medium Humanoid, Typically Lawful Neutral

Armor Class 20 (plate, shield)
Hit Points 97 (13d8 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	13 (+1)	16 (+3)	12 (+1)

Saving Throws Con +6, Wis +6
Skills Insight +9, Investigation +7, Perception +9, Persuasion +7
Senses passive Perception 19
Languages any one language (usually Common)
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Vigilance. The King's Shield and one ally that can hear the King's Shield when Initiative is rolled cannot be surprised.

Mettle. If the King's Shield is subjected to an effect that allows it to make a Strength, Constitution, or Wisdom saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Actions

Multiattack. The King's Shield makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Bonus Actions

Second Wind (Recharges after a Short or Long Rest). The King's Shield regains 20 hit points.

Reactions

Protector. When a creature within 5 feet of the King's Shield that it can see is attacked, the King's Shield can impose disadvantage on that attack roll.



King's Wand

Medium Humanoid (Wizard), Any Alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 49 (9d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	12 (+1)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +4
Skills Arcana +7, Insight +7, Investigation +10, Persuasion +6
Senses passive Perception 11
Languages any two languages
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Arcane Avoidance. The King's Wand can't be targeted by any divination magic or perceived through magical scrying sensors. Additionally, if the King's Wand is subjected to a magical effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Actions

Arcane Burst. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 10 (1d12 + 4) fire damage.

Lightning Bolt (3rd-Level Spell). A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from the King's Wand in a direction it chooses. Each creature in the line must make a DC 15 Dexterity saving throw. A creature takes 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.

Spellcasting. The King's Wand casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 15):

At will: *detect magic, light, mage hand, magic missile, prestidigitation*
3/day each: *invisibility, lightning bolt* (see above), *mage armor*
2/day each: *dimension door, fly, locate object, suggestion*

Reactions

Arcane Shield (1st-level Spell; 3/Day). When the King's Wand is hit by an attack roll, its AC increases by 5 until the start of its next turn, which can cause the triggering attack roll to miss.

Countermagic (4th-Level Spell; 2/Day). The King's Wand targets one creature it can see within 120 feet of it that is casting a spell. The King's Wand makes an Intelligence check with advantage against a DC equal to 10 + the spell's level. On a success, the target's spell fails and has no effect.



Captain Khandan Dol

Medium Humanoid (Dwarf), Lawful Neutral

Armor Class 19 (plate, *winged cloak of protection*)
Hit Points 170 (20d8 + 80)
Speed 25 ft., 60 ft. fly (*winged cloak of protection*)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	18 (+4)	13 (+1)	15 (+2)	15 (+2)

Saving Throws Str +6, Dex +2, Con +10, Int +2, Wis +8, Cha +3
Skills Athletics +10, History +6, Intimidation +7
Damage Resistances poison plus any other three damage types
Senses darkvision 60 ft., passive Perception 12
Languages Common, Dwarvish
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Action Surge (Recharges 5–6). Khandan takes an extra action on his turn.

Dwarven Resilience. Khandan has advantage on saving throws against poison.

Legendary Resistance (2/Day). If Khandan fails a saving throw, he can choose to succeed instead.

Special Equipment. Khandan wields a magical *+2 maul* and wears a crimson *winged cloak of protection* that gives him a flying speed of 60 feet for 1 hour a day. He has also imbibed three potions, each giving him resistance to one type of damage, and carries two *potions of superior healing* for use in emergencies.

Actions

Multiattack. Khandan makes four attacks with his maul. He may forgo one weapon attack to drink a potion.

+2 Maul. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage.

Light Hammer. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage.

Potion of Superior Healing (Consumable Item; Carries 2). Khandan drinks the potion and regains 28 (8d4 + 8) hit points.

Bonus Actions

Relentless Fortitude (Recharges 5–6). Khandan regains 20 hit points.

Lieutenant Meira

Medium Humanoid (Shifter), Neutral

Armor Class 18 (half plate, *cloak of protection*)
Hit Points 112 (15d8 + 45)
Speed 30 ft. (40 ft. while shifting)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	16 (+3)	10 (+0)	13 (+1)	11 (+0)

Saving Throws Str +5, Dex +9, Con +4, Int +1, Wis +6, Cha +1
Skills Athletics +8, Nature +4, Perception +9, Stealth +8
Damage Resistances any three damage types
Senses darkvision 60 ft., passive Perception 19
Languages Common
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Legendary Resistance (2/Day). If Meira fails a saving throw, she can choose to succeed instead.

Special Equipment. Meira wields a *+1 frostaxe* and a *+1 flamebow* two elementally-bound magic weapons that deal extra cold or fire damage when she hits with them (included in the attacks). Meira wears a crimson *cloak of protection* and her mithral half plate allows her to roll Dexterity (Stealth) checks without disadvantage. She has also imbibed three potions, each giving her resistance to one type of damage, and carries two *potions of superior healing* for use in emergencies.

Actions

Multiattack. Meira makes three attacks with the magic weapon she has drawn. She may forgo one weapon attack to drink a potion.

+1 Frostaxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands, plus 9 (2d8) cold damage.

+1 Flamebow. *Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 9 (2d8) fire damage.

Potion of Superior Healing (Consumable Item; Carries 2). Meira drinks the potion and regains 28 (8d4 + 8) hit points.

Bonus Actions

Shifting (Recharges after a Short or Long Rest). Meira gains 18 temporary hit points and shifts into a more bestial aspect for 1 minute or until she dies. While shifting, Meira has advantage on Wisdom checks, and attack rolls against her made by creatures within 30 feet of her cannot have advantage, unless she's incapacitated.





Lieutenant Molin Kaine

Medium Humanoid (Human), Lawful Evil

Armor Class 18 (half plate, *cloak of protection*)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	17 (+3)	14 (+2)	11 (+0)	13 (+1)

Saving Throws Str +2, Dex +9, Con +4, Int +7, Wis +1, Cha +2
Skills Acrobatics +8, Athletics +5, Insight +4, Persuasion +5
Damage Resistances any three damage types
Senses passive Perception 10
Languages Common
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Action Surge (Recharge 5–6). Kaine takes an extra action on his turn.

Driven (Recharges after a Short or Long Rest). Kaine rerolls a failed ability check, attack roll, or saving throw with advantage.

Legendary Resistance (2/Day). If Kaine fails a saving throw, he can choose to succeed instead.

Special Equipment. Kaine wields a *rapier of wounding* and a *+2 hand crossbow* and wears a crimson *cloak of protection*. He has also imbibed three potions, each giving him resistance to one type of damage, and carries two *potions of superior healing* for use in emergencies.

Actions

Multiattack. Kaine makes four attacks with his *Rapier of Wounding*. He may forgo one weapon attack to drink a potion.

Rapier of Wounding. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 15 Constitution saving throw or lose 2 (1d4) hit points at the start of each of its turns due to a magical wound. Each time Kaine hits the wounded target with this attack, the damage dealt by the wound increases by 2 (1d4). Any creature can take an action to stanch the wound with a successful DC 15 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

+2 Hand Crossbow. *Ranged Weapon Attack:* +10 to hit, range 80/320 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage plus 21 (6d6) poison damage.

Potion of Superior Healing (Consumable Item; Carries 2). Kaine drinks the potion and regains 28 (8d4 + 8) hit points.

Redcloak Soldier

Medium Humanoid, Typically Lawful Neutral

Armor Class 17 (breastplate, *cloak of protection*)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	13 (+1)	11 (+0)	10 (+0)

Saving Throws Str +4, Dex +3, Con +7, Int +2, Wis +4, Cha +1
Skills Athletics +6, Intimidation +6
Damage Resistances any three damage types
Senses passive Perception 10
Languages Common
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Action Surge (Recharges after a Short or Long Rest). The Redcloak takes an extra action on its turn.

Legendary Resistance (1/Day). If the Redcloak fails a saving throw, it can choose to succeed instead.

Military Tactics. The Redcloak has advantage on attack rolls while it can see an allied creature with 30 feet of it that isn't incapacitated.

Special Equipment. The Redcloak wields *+1 magic weapons* and wears a crimson *cloak of protection*. It has also imbibed three potions, each giving it resistance to one type of damage, and carries two *potions of greater healing* for use in emergencies.

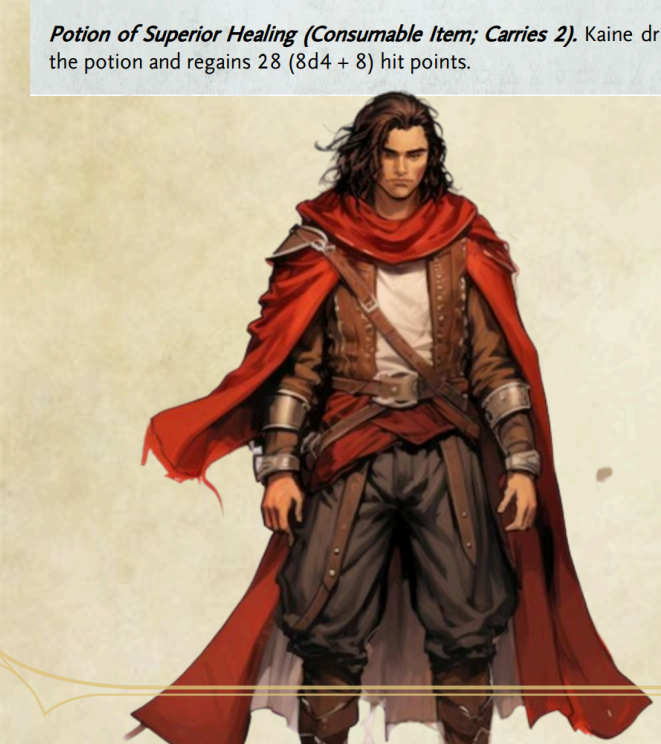
Actions

Multiattack. The Redcloak makes three attacks with the weapon it has drawn. The Redcloak may forgo one weapon attack to drink a potion.

+1 Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

+1 Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Potion of Greater Healing (Consumable Item; Carries 2). The Redcloak drinks the potion and regains 14 (4d4 + 4) hit points.







KARRNATH

One of the first established human kingdoms on Khorvaire, Karrnath predates even the Kingdom of Galifar. With a strong martial tradition dating back to Karrn the Conqueror millennia ago, Karrnath was all but poised to crush its enemies early in the Last War. Unfortunately, catastrophic famine and plague decimated Karrnath's ability to wage war at the outset of the conflict. Thus did King Kaius the First turn to the Blood of Vol and their necromancers to raise undead soldiers for the army.

A century of war and tribulations have worn on Karrnath. It's citizens now live under the stoic martial law of the Code of Kaius instead of the liberty-ensuring Code of Galifar, and their once proud martial tradition is somewhat tainted with their reliance on necromancy.

ARMED FORCES

The most famous element of Karrnath's military is, of course, the legions and ranks of undead soldiers they raised for combat. However, the real core of the Karrnathi military are the stalwart, living soldiers filled with patriotic pride and the excellent training of their officers.

KARRNATH'S MILITARY

All citizens are compelled to serve in Karrnath's military, and many serve in well-organized militias after being discharged from the army. To a Karrn, martial ability is a way of life, and the most prestigious of educations—such as that provided by the famed Rekkenmark Academy—aren't ones of arcane knowledge or esoteric learning, but military tactics and strategy.

To represent the military of Karrnath, the following suite of stat block features can be added to the Guard, Knight, and Veteran statistics in the *Monster Manual*, the Champion statistics in *Volo's Guide to Monsters*, or the Soldier stat block detailed earlier in this book. These features have no impact on the NPC's challenge rating.

Karrnathi Military Training

Medium Humanoid, Typically Lawful Neutral

Stoic. The NPC has advantage on saving throws against being stunned.

Steadfast. The NPC can't be frightened while it can see an allied creature within 30 feet of it.

Karrnath



King Kaius ir'Wynarn

Medium Humanoid, Any Alignment

Armor Class 13
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	14 (+2)	18 (+4)	20 (+5)

Skills Deception +8, History +5, Insight +7, Persuasion +8
Senses passive Perception 14
Languages any four languages
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Highborn Inspiration (1/Turn). The highborn may roll 3d6 and add the result to any attack roll, ability check, saving throw, or damage roll it makes, or to its AC until the end of the current turn (no action required).

Actions

Multiattack. The highborn makes two attacks with its rapier.

Rapier. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Nobilis Oblige. The highborn speaks a special command to an allied creature that it can see within 30 feet of it. The target creature gains the Highborn Inspiration trait (as above) until the start of the highborn's next turn, provided the creature can hear and understand the highborn.

Regent Moranna ir'Wynarn

Medium Undead (Vampire, Wizard), Lawful Evil

Armor Class 16 (natural armor, *cloak of protection*)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	20 (+5)	16 (+3)	16 (+3)

Saving Throws Str +4, Dex +7, Con +4, Int +9, Wis +7, Cha +4
Skills Deception +6, Intimidation +6, Perception +6, Persuasion +6, Stealth +6
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities frightened, stunned
Senses darkvision 60 ft., passive Perception 16
Languages Common, Dwarven, Elven, Draconic
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Regeneration. Moranna regains 10 hit points at the start of her turn if she has at least 1 hit point and isn't in sunlight or running water. If Moranna takes radiant damage or damage from holy water, this trait doesn't function at the start of her next turn.

Spider Climb. Moranna can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. Moranna has the following flaws:

Forbiddance. Moranna can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. Moranna takes 20 acid damage if she ends her turn in running water.

Stake to the Heart. Moranna is destroyed if a piercing weapon made of wood is driven into her heart while she is incapacitated in her resting place.

Sunlight Hypersensitivity. Moranna takes 20 radiant damage when she starts her turn in sunlight. While in sunlight, she has disadvantage on attack rolls and ability checks.

Special Equipment. Moranna wears a magical blood-red gown that functions identically to a *cloak of protection.* On the off-chance Moranna needs to make a visceral example of someone without revealing her true nature, she draws a *dagger of venom* from a hidden sheath on her thigh.

Moranna can use an action to cause thick, black poison to coat the dagger's blade. The poison remains for 1 minute or until an attack using the dagger hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 11 (2d10) poison damage and become poisoned for 1 minute. The dagger can't be used this way again until the next dawn.

Actions

Multiattack. Moranna makes two attacks, only one of which can be a bite attack.

Dagger of Venom. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. Instead of dealing damage, Moranna can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Moranna, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Moranna regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Spellcasting. Moranna casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 16):

At will: *chill touch, mage hand, prestidigitation, fog cloud*
3/day each: *comprehend languages, detect thoughts, mirror image*
2/day each: *bestow curse, blight, greater invisibility, nondetection*
1/day each: *dominate person, cone of cold*

Reactions

Arcane Negation (3rd-level Spell; 3/Day). Moranna targets one creature she can see within 60 feet of her that is casting a spell. Moranna makes an Intelligence check with a DC equal to 10 + the spell's level. On a success, the target's spell fails and has no effect.

Warlord, Noble

Medium Humanoid, Typically Lawful Neutral

Armor Class 18 (plate)
Hit Points 127 (17d8 + 51)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	16 (+3)	15 (+2)	20 (+5)

Saving Throws Str +7, Dex +3, Con +6
Skills Athletics +7, Intimidation +11, History +9, Perception +5, Persuasion +8
Condition Immunities frightened, stunned
Senses passive Perception 15
Languages any four languages
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Commanding General. The warlord can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll, ability check, saving throw, or damage roll. The creature can add a Leadership die, a d10, to its roll provided it can hear and understand the warlord. A creature can benefit from only one Leadership die at a time.

Indomitable (3/Day). The warlord can reroll a saving throw it fails. It must use the new roll.

Survivor. The warlord regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum.

Actions

Multiattack. The warlord makes two melee weapon attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Bonus Actions

Intimidating Presence. The warlord targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of warlord's next turn.

Reactions

Indignation. When the warlord or an ally it can see within 30 feet is dealt damage from a creature's attack or spell, the warlord can use Intimidating Presence or make a melee weapon attack against the creature that dealt the damage, provided it is within range or reach.



Rekkenmark Elite

Medium Humanoid, Typically Lawful Neutral

Armor Class 18 (plate)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Dex +3, Wis +4
Skills Athletics +7, History +8, Persuasion +9
Senses passive Perception 11
Languages any two languages
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Stoic. The elite has advantage on saving throws against being stunned.

Steadfast. The elite can't be frightened while it can see an allied creature within 30 feet of it.

Actions

Multiattack. The elite makes three melee attacks.

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, plus 7 (2d6) slashing damage if the elite does not have all of its hit points.

Bonus Actions

Rekkenmark Officer (Recharges after a Short or Long Rest). The elite begins uttering special commands or warnings within the next minute whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll, ability check, or a saving throw. The creature can add a Leadership die, a d6, to its roll provided it can hear and understand the elite. A creature can benefit from only one Leadership die at a time. This effect ends if the elite is incapacitated.

Reactions

Parry. The elite adds 4 to its AC against one melee attack that would hit it. To do so, the elite must see the attacker and be wielding a melee weapon.





Karrnathi Undead Soldier

Medium undead, lawful evil

Armor Class 17 (half plate)
Hit Points 52 (7d8 + 21)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	12 (+1)	13 (+1)	5 (–3)

Skills Athletics +5, Perception +3
Damage Resistances cold, piercing, poison; plus bludgeoning (zombies only) or slashing (skeletons only)
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 5 (1,800 XP)

Pack Tactics. The soldier has advantage on an attack roll against a creature if at least one of the soldier's allies is within 5 feet of the creature and the ally isn't incapacitated.

Undead Fortitude. If damage reduces the soldier to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the soldier drops to 1 hit point instead.

Actions

Multiattack. The soldier attacks three times with one of its weapons.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Reactions

Parry. The soldier adds 3 to its AC against one melee attack that would hit it. To do so, the soldier must see the attacker and be wielding a melee weapon.



Vicar of the Divinity Within

Medium Humanoid (Cleric), Typically Lawful Neutral

Armor Class 18 (chain mail)
Hit Points 58 (9d8 + 18) plus 21 temporary HP (4th-level *false life*)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	13 (+1)	18 (+4)	13 (+1)

Saving Throws Con +5, Wis +7
Skills Medicine +7, Persuasion +7, Religion +7
Senses passive Perception 14
Languages any three languages
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Deny Mortality. When the vicar would normally roll one or more dice to restore hit points to a creature at 0 hit points, it instead uses the highest number possible for each die.

Faith's Shield. The vicar's AC includes a magical +2 bonus.

Actions

Blood Lash. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or ranged 60 ft., one target. *Hit:* 8 (1d8 + 4) necrotic damage.

Spirit Guardians (5th-Level Spell; Requires 2/Day). The vicar calls forth spirits to protect itself and its allies. The spirits fill a 15-foot radius around the vicar for as long as it concentrates on the spell, up to 10 minutes. When the vicar casts this spell, it can designate any number of creatures it can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a DC 15 Wisdom saving throw. On a failed save, the creature takes 22 (5d8) necrotic damage. On a successful save, the creature takes half as much damage.

Spellcasting. The vicar casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15):

At will: *gentle repose, light, spare the dying*
3/day each: *bane, beacon of hope, raise dead* (as an action)
2/day each: *lesser restoration, spirit guardians* (5th level; see above)
1/day each: *antilife shell, death ward, false life* (4th level; the vicar casts this spell before combat), *freedom of movement, hold monster*

Bonus Actions

Healing Light (2nd-level Spell; 3/Day). The vicar or one creature of its choice within 60 feet of it regains 13 (2d8 + 4) hit points.

Reactions

Sentinel at Death's Door (Recharges after a Short or Long Rest). When the vicar or a creature it can see within 30 feet of it suffers a critical hit, the vicar can turn that hit into a normal hit. Any effects triggered by a critical hit are canceled.



Karrnathi Dread Marshal

Medium Undead, Typically Lawful Evil

Armor Class 18 (plate)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	13 (+1)	14 (+2)	16 (+3)

Saving Throws Wis +5, Cha +6
Skills Athletics +6, Perception +5
Damage Resistances cold, piercing, poison; plus bludgeoning (dread marshals that resemble zombies) or piercing (dread marshals that resemble skeletons)
Damage Immunities necrotic
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Common
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Undead Fortitude. If damage reduces the dread marshal to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the dread marshal drops to 1 hit point instead.

Actions

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Vampiric Siphon. *Melee Spell Attack:* +6 to hit, reach 5 ft. or range 30 ft., one target. *Hit:* 13 (3d6 + 3) necrotic damage and the dread marshal regains an amount of hit points equal to half the damage dealt.

Bonus Actions

Aura of Night. The dread marshal emanates a shadowy necromantic aura out to a radius of 30 feet. The aura affects the dread marshal and all undead creatures within 30 feet of it that are allies. When created, the aura has one of the following effects, and the dread marshal can switch to a different effect—or end the aura—as another bonus action. The aura ends if the dread marshal is incapacitated.

- Affected undead gain a +2 bonus to Armor Class.
- Affected undead have their walking speed increased by 10 ft.
- Affected undead deal an extra 3 (1d6) necrotic damage on all melee weapon attacks.
- Affected undead become immune to necrotic damage, and any creature that touches the affected undead or hits it with a melee attack while within 5 feet of it takes 5 (1d10) necrotic damage.
- Affected undead gain advantage on saving throws against any effect that turns undead.



Karrnathi Witchknight

Medium Undead, Typically Lawful Evil

Armor Class 18 (plate)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	18 (+4)	10 (+0)	8 (–1)

Saving Throws Con +6, Int +7
Skills Arcana +7, Athletics +7, Intimidation +5, Perception +3
Damage Resistances cold, piercing, poison; plus bludgeoning (witchknights that resemble zombies) or piercing (witchknights that resemble skeletons)
Damage Immunities necrotic
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages any one language (usually Common)
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Death Strike (3/Day). When the witchknight hits with a melee weapon attack, it may deal an additional 18 (4d8) necrotic damage. A creature reduced to 0 hit points by this necrotic damage instantly dies and rises as a zombie under the witchknight's control after 1 minute.

Undead Fortitude. If damage reduces the witchknight to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the witchknight drops to 1 hit point instead.

Actions

Multiattack. The witchknight makes one weapon attack and casts a cantrip (in any order).

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Toll the Dead (Cantrip). The witchknight points at one creature it can see within 60 feet, and the sound of a dolorous bell fills the air around it for a moment. The target must succeed on a DC 16 Wisdom saving throw or take 13 (3d8) necrotic damage. If the target is missing any of its hit points, it instead takes 19 (3d12) necrotic damage.

Spellcasting. The witchknight casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 16; +8 to hit with spell attacks):

At will: *chill touch, toll the dead* (*XGtE;* 11th level; see above)
2/day each: *inflict wounds, ray of sickness, ray of enfeeblement*
1/day each: *bestow curse, dispel magic, invisibility*

Reactions

Arcane Shield (1st-level Spell; 2/Day). When the witchknight is hit by an attack roll, its AC increases by 5 until the start of its next turn, which can cause the triggering attack roll to miss.



Withered Apocalypse

Gargantuan Undead, Typically Lawful Evil

Armor Class 18 (natural armor)
Hit Points 472 (27d20 + 189)
Speed 20 ft. burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	25 (+7)	16 (+3)	14 (+2)	16 (+3)

Saving Throws Str +17, Con +14, Wis +9
Damage Vulnerabilities fire
Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 12
Languages understands Celestial, Draconic and Infernal but can't speak
Challenge 24 (62,000 XP) **Proficiency Bonus** +7

Freedom of Movement. The apocalypse ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Magic Resistance. The apocalypse has advantage on saving throws against spells and other magical effects.

Siege Monster. The apocalypse deals double damage to objects and structures.

Turn Immunity. The apocalypse is immune to effects that turn undead.

Undead Fortitude. If damage reduces the apocalypse to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the apocalypse drops to 1 hit point instead.

Actions

Multiattack. The apocalypse can use its Dreadful Glare. It then makes two attacks with its rotting tentacles, each of which it can replace with one use of Fling.

Rotting Tentacle. *Melee Weapon Attack:* +17 to hit, reach 30 ft., one target. *Hit:* 20 (3d6 + 10) bludgeoning damage plus 21 (6d6) necrotic damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained. The apocalypse has ten tentacles, each of which can grapple one target.

A creature that starts its turn grappled by the apocalypse must succeed on a DC 18 Constitution saving throw or be cursed. A cursed target can't regain hit points, and its hit point maximum decreases by 21 (6d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *greater restoration* spell or stronger magic.

Fling. One Large or smaller object held or creature grappled by the apocalypse is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

Dreadful Glare. The apocalypse targets one creature it can see within 60 feet of it. If the target can see the apocalypse, it must succeed on a DC 18 Wisdom saving throw against this magic or become frightened until the end of the apocalypse's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all apocalypses for the next 24 hours.

Reactions

Tentacle Strike. The apocalypse makes a tentacle attack against any creature that enters or moves more than 10 feet within its reach, unless the creature took the Disengage action or its movement does not provoke opportunity attacks.

Punish Magic. When a creature the apocalypse can see within 120 feet of it tries to cast a spell of 5th level or lower, the apocalypse can cause it to be wracked with magical pain. The creature can choose another action, but if it tries to cast the spell, it must make a DC 18 Constitution saving throw. On a failed save, it takes 1d6 necrotic damage per level of the spell, and the spell has no effect and is wasted.





THRANE

Thrane and the Church of the Silver Flame are nearly synonymous. Although the Church's theocratic rule of Thrane began less than a century ago—by popular uprising—Thrane was the birthplace of the Church over 700 years ago, and the religion's doctrine and teachings have colored the nation ever since.

The Church of the Silver Flame and its orders of friars and templars still exist outside Thrane, but only those in Thrane are considered part of the theocratic hierarchy and military. This has led to strain within the church between those local to Thrane and those not. It was not atypical to find two avowed Templars of the Silver Flame on opposite sides of a battle, one loyal to the theocracy of Thrane, and another to a monarch.

Indeed, after nearly a century of theocratic rule, many within the Church of the Silver Flame are beginning to question if the secular and political realities of running a nation are distracting the Church from its true mission—protecting the world from the depredations of truly malicious forces and entities.

CHURCH MILITANT

While Thrane's detractors might try to paint the theocracy's military as mobs of blind zealots, nothing could be further from the truth. The core of Thrane's army is the regimented Order of the Templars, and conscripted peasant militias also exhibit unusually well-trained archers. Indeed, Thranes go to war with training and discipline likely only matched by the dedicated martial traditions of Karrnath.

ORDER OF THE TEMPLARS

The main core of the theocracy's military is the Order of the Templars. The Templars as an institution predate the church's rule of Thrane, but its numbers swelled massively with patriotic and devoted aspirants following the dissolution of the monarchy's reign. Though most Templars in recent generations have fought only other soldiers in the Last War, their training continues to emphasize the compassion and righteousness necessary to confront true evil.

To represent the Order of the Templars, the following suite of stat block features can be added to the Guard, Knight, Priest, and Veteran statistics in the *Monster Manual*, the Archer and Champion statistics in *Volo's Guide to Monsters*, or the Militia Archer and Soldier stat blocks detailed in this book. These features have no impact on the NPC's challenge rating.

Silver Flame Templar Training

Medium Humanoid, Typically Lawful Good

Righteous Devotion. The NPC can't be charmed or frightened while it can see an allied creature within 30 feet of it.

Reactions

Protector. When a creature within 5 feet of the NPC that it can see is attacked, the NPC can impose disadvantage on that attack roll.

Jaela Daran (Flamekeep)

Small Humanoid (Cleric, Human), Lawful Good

Armor Class 18 (*bracers of defense, ring of protection*)
Hit Points 81 (18d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	12 (+1)	10 (+0)	13 (+1)	25 (+7)	23 (+6)

Saving Throws Str +0, Dex +2, Con +1, Int +2, Wis +14, Cha +13
Skills Medicine +19, Persuasion +18, Religion +25
Damage Resistances necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 17
Languages Common, Celestial, Dwarven
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Bastion of Faith. The AC of Jaela includes a magical +4 bonus. Additionally, each ally that can see Jaela within 60 feet of her while she is conscious has its AC magically increased by 4.

Divine Focus. Due to her communion with the Voice of the Flame, Jaela can concentrate on two spells at once. Additionally, while Jaela is concentrating on one or more spells, her concentration can't be broken as a result of taking damage.

Legendary Resistance (3/Day). If Jaela fails a saving throw, she can choose to succeed instead.

Regeneration. Jaela regains 5 hit points at the start of her turn if she has at least 1 hit point.

Shroud of Tira. At the start of combat, ghost-like spirits of silver fire wielding swords of light surround Jaela. The spirits fill a 15-foot radius around Jaela as long as creatures hostile to her are in combat. Creatures hostile to Jaela have their speed halved in the area, and when such a creature enters the area for the first time on a turn or starts its turn there, it must make a DC 21 Constitution saving throw. On a failed save, the creature takes 11 (2d6 + 5) slashing damage and 36 (6d8) radiant damage. On a successful save, the creature takes half as much damage.

Supreme Healing. When Jaela would normally roll one or more dice to restore hit points with a spell, she instead uses the highest number possible for each die.

Special Equipment. Jaela wears *bracers of defense* and a *ring of protection*. The ring is special for its kind, allowing its wearer to cast *word of recall* once between each dawn, allowing Jaela to teleport back to her private chambers in the Cathedral of Flamekeep.

Actions

Holy Flame. *Melee or Ranged Spell Attack:* +13 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 25 (4d8 + 7) radiant damage and the target must succeed on a DC 21 Wisdom saving throw or be blinded until the start of Jaela's next turn.

Destroy Undead (Recharge 3–6). Jaela presents her holy symbol of the Silver Flame and speaks a prayer censuring the undead. Each undead that can see or hear her within 120 feet of her must succeed on a DC 21 Wisdom saving throw or be destroyed. Targets that have a challenge rating higher than 4 are instead incapacitated for 1 minute if they fail the save.

Keeper of the Flame (1/Day). Jaela calls on the Voice of the Silver Flame to intervene. She makes a request of the Flame, and the DM chooses the nature of the intervention. The effect of any cleric spell or Life, Light, or War domain spell cast up to 9th level, without expending a use of a spell, is appropriate.

Spellcasting. Jaela casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 21; +13 to hit with spell attacks):

At will: *bless, burning hands* (3rd level), *command, cure wounds* (5th level), *detect evil and good, guidance, light, protection from evil and good, spare the dying, thaumaturgy*
2/day each: *banishment, beacon of hope, crusader's mantle, daylight, death ward, dispel evil and good, dispel magic, fireball, flame strike* (9th level), *freedom of movement, geas* (as an action), *greater restoration, guardian of faith, hold monster, magic circle* (as an action), *mass cure wounds, raise dead* (as an action), *tongues, wall of fire*
1/day each: *antimagic field, gate, harm, heal, holy aura, resurrection* (as an action), *true resurrection* (as an action)

Bonus Actions

Form of Radiance (Recharges after a Short or Long Rest). Jaela manifests rainbow-feathered wings which shed brilliant radiance, wreathing herself in a silvery aura that lasts for 1 minute, or until she dismisses it with another bonus action.

The aura emits bright light in a 60-foot radius and dim light 30 feet beyond that. The bright light of the aura is sunlight, and each creature of Jaela's choice within the bright light has disadvantage on saving throws against any spell that deals fire or radiant damage.

While the aura and wings exist, Jaela has a flying speed of 30 feet, and once per round she can deal an additional 18 radiant damage to one target when she deals damage with an attack or spell.

Reactions

Guided Strike (Recharge 3–6). Jaela grants a + 10 bonus to an attack roll made by herself or another creature within 30 feet of her. Jaela can make this choice after the roll is made but before it hits or misses.

Legendary Actions

Jaela can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Jaela regains spent legendary actions at the start of her turn.

Mercy. Jaela magically restores 20 hit points to a creature she can see within 30 feet of her.
Benediction. One condition or magical effect of Jaela's choice ends on a creature she can see within 30 feet.
Judgement (Costs 3 Actions). Jaela casts *divine word*, using Wisdom as the spellcasting ability (spell save DC 21), or uses Destroy Undead (if available).



Queen Diani ir'Wynarn

Medium Humanoid (Human), Neutral Good

Armor Class 13 (*cloak of protection, ring of protection*)
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	13 (+1)	16 (+3)

Saving Throws Str +2, Dex +3, Con +2, Int +4, Wis +3, Cha +5
Skills Deception +7, History +4, Insight +3, Persuasion +7
Senses passive Perception 11
Languages Common, Dwarven
Challenge 3 (700 XP) **Proficiency Bonus** +2

Royal Inspiration. Whenever Diani or a creature within 60 feet that can see, hear, and understand her makes an attack roll, ability check, saving throw, or damage roll, Diani may roll 3d6 and add the result to the roll.

Special Equipment. Diani wears an elaborate dress that functions identically to a *cloak of protection*, and a humble silver crown that functions as a *ring of protection*.

In addition, Diani wears a *ring of mind shielding*. While she wears this ring, she is immune to magic that allows other creatures to read her thoughts, determine whether she's lying, know her alignment, or identify her creature type. Creatures may only telepathically communicate with Diani while she wears the ring if she allows it.

Diani can use an action to cause the ring to become invisible until she removes it or dies. If she dies while wearing the ring, her soul enters it, and she can telepathically communicate with a creature who wears it. The wearer can't prevent this telepathic communication.

Actions

Dagger. *Melee or Ranged Weapon Attack*: +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Captain Malik Otherro

Medium Humanoid (Human, Paladin), Lawful Good

Armor Class 20 (plate)
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	11 (+0)	13 (+1)	18 (+4)

Saving Throws Con +5, Cha +7
Skills Athletics +7, Persuasion +7
Senses passive Perception 11
Languages Common, Dwarven
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Faith's Shield. Malik's AC includes a magical +2 bonus.

Unyielding Spirit. Malik has advantage on saving throws against becoming paralyzed or stunned.

Actions

Multiattack. Malik makes three weapon attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 4 (1d8) piercing damage.

Spellcasting. Malik casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 15):

2/day each: *bless, command, cure wounds, detect magic, detect poison and disease*
1/day each: *find steed* (as an action), *lesser restoration, protection from poison, warding bond, zone of truth*

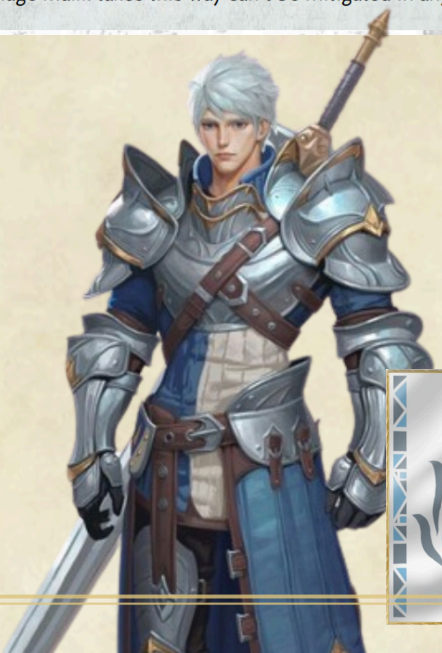
Bonus Actions

Sworn Challenge (Recharge 6). Malik issues a divine challenge. Each creature of Malik's choice within 30 feet of him must make a DC 15 Wisdom saving throw. On a failed saving throw, a creature can't willingly move more than 30 feet away from Malik. This effect ends on a creature if Malik is incapacitated or dies, or if the creature is moved against its will more than 30 feet away from Malik.

Reactions

Divine Allegiance. When a creature within 30 feet of Malik takes damage, Malik can magically take the damage himself, causing the creature to take no damage. Damage Malik takes this way can't be mitigated in any way.





Dzarro Silvervein

Medium Humanoid (Dwarf), Neutral Good

Armor Class 22 (*+1 plate, +1 shield*)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	10 (+0)	14 (+4)	10 (+0)

Saving Throws Str +6, Con +6
Skills Athletics +6, Religion +3
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 14
Languages Common, Dwarven
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Dwarven Resilience. Dzarro has advantage on saving throws against poison.

Indomitable (2/Day). Dzarro rerolls a failed saving throw.

Special Equipment. Dzarro wears centuries-old *+1 plate armor* and a *+1 shield*. He also wields a *+1 battleaxe* gifted to him by the late King Thalin.

Actions

Multiattack. Dzarro makes two attacks with his *+1 battleaxe*.

+1 Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 11 (2d10) slashing damage if an allied creature within 30 feet of Dzarro that he can see does not have all of its hit points.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage, plus 11 (2d10) slashing damage if an allied creature within 30 feet of Dzarro that he can see does not have all of its hit points.

Reactions

Queen's Bodyguard. If Queen Diani ir'Wynarn is within 5 feet of Dzarro and is attacked, Dzarro can impose disadvantage on the attack roll.



High Cardinal

Medium Humanoid (Human), Lawful Evil

Armor Class 22 (*+2 plate*, shield)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (–2)	19 (+4)	13 (+1)	18 (+4)	14 (+2)

Saving Throws Con +8, Wis +8
Skills History +5, Persuasion +6, Religion +5
Senses passive Perception 14
Languages Common, Draconic
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Driven (Recharges after a Short or Long Rest). Krozen rerolls a failed ability check, attack roll, or saving throw with advantage.

Special Equipment. Krozen wears an *amulet of health, +2 plate armor,* and *gauntlets of ogre power,* and he wields a *mace of disruption*. While Krozen holds the mace, it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Krozen may additionally be equipped with legendary items or artifacts retrieved by Argentum agents if he has time to prepare, though most of the items retrieved by the Argentum are evil or cursed in nature.

Actions

Mace of Disruption. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 4 (1d8) radiant damage. If the target is a fiend or undead, it takes an extra 7 (2d6) radiant damage.

If a fiend or undead is reduced to 25 hit points or fewer by this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature becomes frightened of Krozen until the end of his next turn.

Flame Strike (5th-Level Spell; 3/Day). A vertical column of divine fire roars down from the heavens on a point within 60 feet that Krozen specifies. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on that point must make a DC 16 Dexterity saving throw. A creature takes 14 (4d6) fire damage and 14 (4d6) radiant damage on a failed save, or half as much damage on a successful one.

Spellcasting. Krozen casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 16):

At will: *bane, command, cure wounds* (2nd level), *heroism, light, protection from evil and good, spare the dying, thaumaturgy*
3/day each: *calm emotions, dispel magic, flame strike* (see above), *hold person, silence, slow, zone of truth*
2/day each: *compulsion, divination, death ward, dominate person, hold monster, locate creature*
1/day: *commune* (as an action), *true seeing*

Bonus Actions

Healing Aurora (4th-Level Spell; 3/Day). Krozen and each creature of his choice that he can see within 60 feet of him regains 13 (2d8 + 4) hit points.

Reactions

Divine Authority. When Krozen casts a spell of 1st level or higher, one ally he can see within 30 feet of him can use its reaction to make one weapon attack against a creature of Krozen's choice.

Skaravojen

Medium Monstrosity, Lawful Good

Armor Class 18 (natural armor)
Hit Points 126 (12d8 + 72)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	23 (+6)	11 (+0)	15 (+2)	12 (+1)

Saving Throws Dex +7
Skills Insight +7, Perception +12
Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities charmed, frightened, paralyzed, stunned
Senses passive Perception 22
Languages understands Common but can't speak
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Regeneration. Skaravojen regains 10 hit points at the start of its turn if it has at least 1 hit point.

Vengeful Tracker. Skaravojen knows the distance to and direction of any creature that has slain a Keeper of the Flame that was serving as head of the Church of the Silver Flame at the time of their death, even if the creature and Skaravojen are on different planes of existence. If the creature being tracked by Skaravojen dies, Skaravojen knows.

Actions

Multiattack. Skaravojen makes three attacks: one with its gore and two with its claws.

Gore. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) piercing damage.

Claws. *Melee Weapon Attack:* + 11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Thunderous Roar (Recharge 5–6). Skaravojen roars, filling a 30-foot cone with deafening, thunderous noise. Each creature in the cone must make a DC 19 Constitution saving throw. On a failed saving throw, a creature takes 54 (12d8) thunder damage and is deafened for 1 minute. On a successful save, a creature takes half as much damage, and is not deafened. A creature deafened by Skaravojen's roar can repeat the saving throw at the end of each of its turns, ending the condition on a success.

Spellcasting. Skaravojen casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability:

At will: *detect evil and good* (unlimited duration, does not require concentration), *see invisibility*

Legendary Actions

Skaravojen can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Skaravojen regains spent legendary actions at the start of its turn.

Detect. Skaravojen makes a Wisdom (Perception) check.
Move. Skaravojen moves up to half its speed.
Tail Attack. Skaravojen makes a tail attack.

Silvereye Marauder

Medium Construct, Unaligned

Armor Class 16 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	20 (+5)	16 (+3)	4 (–3)	11 (+0)	11 (+0)

Saving Throws Dex +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks made with weapons that aren't adamantine
Damage Immunities poison, radiant
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands Common but can't speak
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Immutable Form. The marauder is immune to any spell or effect that would alter its form.

Magic Resistance. The marauder has advantage on saving throws against spells and other magical effects.

Magic Weapons. The marauder's weapon attacks are magical.

Actions

Multiattack. The marauder makes one bite and two claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Breath of the Silver Flame (Recharge 5-6). The marauder exhales heatless silver flame in a 20-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 36 (8d8) radiant damage on a failed save, or half as much damage on a successful one.



Argent Fist

Medium Humanoid, Typically Lawful Good

Armor Class 18 (chain shirt)
Hit Points 60 (11d8 + 11)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	13 (+1)	11 (+0)	16 (+3)	18 (+4)

Saving Throws Str +2, Dex +6, Wis +5, Cha +6
Skills Acrobatics +6, Athletics +2, Insight +5
Condition Immunities charmed, frightened
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Divine Health. The Argent Fist is immune to disease.

Holy Defense. While the Argent Fist is wearing light, medium, or no armor, it's AC includes its Wisdom modifier.

Actions

Multiattack. The Argent Fist makes three unarmed strikes or three Argent Flame Bolt attacks.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. If the target is a creature, the Argent Fist can choose one of the following additional effects:

- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (Argent Fist's choice).
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the Argent Fist's next turn.

Argent Flame Bolt. *Ranged Spell Attack:* +6 to hit, range 30 ft., one target. *Hit:* 8 (1d8 + 4) radiant damage.

Lay on Hands (25/Day). The Argent Fist touches a creature within 5 feet of it and restores up to 25 of the target's hit points. The Argent Fist can only restore a total of 25 hit points with this action per day. The Argent Fist can forego healing up to 5 hit points (reducing its daily amount) to instead cure a target of one disease or neutralize one poison affecting it.

Reactions

Protector. When a creature within 5 feet of the Argent Fist that it can see is attacked, the Argent Fist can impose disadvantage on that attack roll.

Silver Pyromancer

Medium Humanoid (Wizard), Any Alignment

Armor Class 11 (14 with *mage armor*)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	17 (+3)	13 (+1)	14 (+2)

Saving Throws Con +4, Wis +4
Skills Arcana +9, History +9, Intimidation +7
Damage Resistances nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)
Senses passive Perception 11
Languages Common, Celestial, Draconic
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Argent Evocation. When the pyromancer casts a spell that only deals fire damage, it may choose for half the spell's damage to be radiant damage.

Actions

Radiant Fire. *Melee or Ranged Spell Attack*: +6 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 7(1d10 + 3) fire damage plus 5 (1d10) radiant damage.

Radiant Explosion (3rd-Level Spell; Recharge 4–6). The pyromancer fires a white-hot ember from its finger to a point it can see within 150 feet of it. The ember blossoms into an explosion of argent fire in a 20-foot-radius sphere around the target point. Each creature of the pyromancer's choice in the sphere must succeed on a DC 14 Dexterity saving throw, taking 14 (4d6) fire damage and 14 (4d6) radiant damage on a failed save, or half as much on a successful one.

Spellcasting. The pyromancer casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 14; +6 to hit with spell attacks):

At will: *detect magic, mage armor, prestidigitation*
2/day each: *scorching ray, see invisibility*
1/day each: *fly, stoneskin, wall of fire*

Reactions

Warding Gesture (2nd-level Spell; 3/Day). When the pyromancer is hit by an attack roll or takes acid, cold, fire, lightning, or thunder damage, the pyromancer either gains resistance to that damage type or a +5 bonus to its AC until the start of its next turn. This reduces the triggering damage or can cause the triggering attack roll to miss.





Archbishop Solgar Dariznu

Medium Humanoid (Human), Lawful Evil

Armor Class 16 (chain mail)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	10 (+1)	18 (+4)	15 (+2)

Saving Throws Con +5, Wis +7
Skills History +4, Intimidation +8, Persuasion +5, Religion +4
Senses passive Perception 14
Languages Common, Celestial
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Driven (Recharges after a Short or Long Rest). Dariznu rerolls a failed ability check, attack roll, or saving throw with advantage.

Pure Flame Believer. Any cleric spell or effect that Dariznu uses that would normally deal necrotic or radiant damage instead deals fire damage.

Zealotry. If damage reduces Dariznu to 0 hit points, he must make a Wisdom saving throw with a DC of 10 + the damage taken, unless the damage is magical or from a critical hit. On a success, Dariznu drops to 1 hit point instead.

Actions

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands.

Holy Fire. Dariznu targets one creature he can see within 60 feet of him. The target must make a DC 15 Wisdom saving throw. On a failed save, the target takes 13 (2d8 + 4) fire damage, and is blinded until the start of Dariznu's next turn. On a successful save, the target takes half as much damage and isn't blinded.

Fireball (3rd-Level Spell; 2/Day). A bright streak flashes from Dariznu's pointing finger to a point he chooses within 150 feet and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a DC 15 Dexterity saving throw. A target takes 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

Spirit Guardians (4th-Level Spell; 1/Day). Dariznu calls forth spirits to protect himself and his allies. The spirits fill a 15-foot radius around Dariznu for as long as he concentrates on the spell, up to 10 minutes. When Dariznu casts this spell, he can designate any number of creatures he can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a DC 15 Wisdom saving throw. On a failed save, the creature takes 18 (4d8) fire damage. On a successful save, the creature takes half as much damage.

Spellcasting. Dariznu casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15; +7 to hit with spell attacks):

At will: *bane, guidance, light, sacred flame, thaumaturgy*
2/day each: *daylight, continual flame, fireball* (see above), *flaming sphere, guiding bolt* (2nd level), *scorching ray, wall of fire*
1/day each: *spirit guardians* (4th level; see above)

Oura Gellast

Medium Humanoid (Half-Elf), Lawful Good

Armor Class 21 (half-plate, shield)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	18 (+4)

Saving Throws Str +3, Dex +7, Con +6, Int +4, Wis +9, Cha +11
Skills Insight +5, Perception +5, Persuasion +10
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 15
Languages Common, Elvish
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Aura of Protection. Oura and all allies within 10 feet of her gain a bonus to all saving throws equal to her Charisma modifier (already included in Oura's saving throws). The aura exists as long as she is conscious.

Divine Health. Oura is immune to disease.

Faith's Shield. Oura's AC includes a magical +2 bonus.

Actions

Multiattack. Oura makes three melee attacks.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) radiant damage.

Spellcasting. Oura casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 15):

At will: *sacred flame* (5th level), *spare the dying*
2/day each: *bless, protection from evil and good*
1/day each: *lesser restoration, zone of truth*

Lay on Hands (40/Day). Oura touches a creature within 5 feet of her and restores up to 40 of the target's hit points. Oura can only restore a total of 40 hit points with this action per day. She can forego healing up to 5 hit points (reducing her daily amount) to instead cure a target of one disease or neutralize one poison affecting it.



Divine Arrow

Medium Humanoid, Typically Lawful Good

Armor Class 16 (breastplate)
Hit Points 99 (18d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	18 (+4)	10 (+0)

Saving Throws Dex +5, Con +4, Wis +7
Skills Insight +7, Perception +10, Religion +3
Senses passive Perception 20
Languages any one language (usually Common)
Challenge 6 (1,100 XP) **Proficiency Bonus** +3

Holy Shot (1/Turn). The Divine Arrow may choose one of the following additional effects when it hits with a ranged weapon attack.

- *Banishing Arrow.* The target takes 7 (2d6) radiant damage and then must make a DC 15 Charisma saving throw. On a failure, the target is banished (to its home plane if it isn't already on it, or a featureless demiplane if it is). While banished, the target's speed is 0 and it is incapacitated. At the end of the Divine Arrow's next turn, the target returns to its previous space, or the nearest unoccupied space.
- *Bursting Arrow.* The target and each creature within 10 feet of it must succeed on a DC 15 Dexterity saving throw, taking 14 (4d6) fire damage on a failure, or half as much on a success.
- *Flashing Arrow.* The target takes 14 (4d6) radiant damage and then must make a DC 15 Wisdom saving throw. On a failure, it is blinded until the start of the Divine Arrow's next turn.

Righteous Devotion. The Divine Arrow can't be charmed or frightened while it can see an allied creature within 30 feet of it.

Zen Archery. The Divine Arrow may use Wisdom instead of Dexterity when making attack rolls and damage rolls with a ranged weapon, and its ranged weapon attacks are considered magical.

Actions

Multiattack. The Divine Arrow makes three attacks with its longbow.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.



Paladin of the Silver Flame

Medium Humanoid (Paladin), Lawful Good

Armor Class 20 (plate, shield)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	16 (+3)	10 (+0)	12 (+1)	18 (+4)

Saving Throws Str +9, Dex +4, Con +7, Int +4, Wis +9, Cha +12
Skills Insight +5, Persuasion +8, Religion +4
Condition Immunities charmed, frightened
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Aura of Grace. Each ally within 30 feet of the paladin can't be charmed or frightened. Additionally, the paladin and affected allies gain a bonus to all saving throws equal to the paladin's Charisma modifier (already included in the paladin's saving throws). The aura exists as long as the paladin is conscious.

Divine Purity. The paladin is immune to disease and possession. Additionally, aberrations, celestials, elementals, fey, fiends, and undead have disadvantage on attack rolls against the paladin.

Actions

Multiattack. The paladin makes two attacks with its longsword.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands, plus 22 (5d8) radiant damage.

Lay on Hands (75/Day). The paladin touches a creature within 5 feet of it and restores up to 75 of the target's hit points. The paladin can only restore a total of 75 hit points with this action per day. The paladin can forego healing up to 5 hit points (reducing its daily amount) to instead cure a target of one disease or neutralize one poison affecting it.

Spellcasting. The paladin casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 16):

2/day each: *aid, bless, cure wounds* (2nd level), *lesser restoration, zone of truth*
1/day each: *aura of life, beacon of hope, daylight, death ward, dispel magic, freedom of movement, magic circle* (as an action)

Bonus Actions

Divine Challenge (1st-level Spell; 2/Day). The paladin issues a magical challenge to one target creature it can see within 30 feet. The target must succeed on a DC 16 Wisdom saving throw or become compelled to duel the paladin for 1 minute. While compelled, the target has disadvantage on attack rolls against creatures other than the paladin. The effect ends if the paladin attacks a creature other than the target, if the paladin casts a spell that targets a hostile creature other than the target, or if an ally of the paladin damages the target or casts a harmful spell on it.

Reactions

Selfless. When a creature the paladin can see attacks an ally of the paladin that is within 5 feet of the paladin, the paladin and the ally swap places, and the paladin becomes the target of the attack instead.

Quasicouatl

Tiny Celestial (Couatl), Typically Lawful Good

Armor Class 14
Hit Points 5 (2d4)
Speed 15 ft.; fly 60 ft. (hover) in true form

STR	DEX	CON	INT	WIS	CHA
5 (–3)	18 (+4)	11 (+0)	10 (+0)	14 (+2)	12 (+1)

Skill Insight +4, Perception +4
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages understands Common and Celestial but can't speak, telepathy 100 ft.
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Magic Resistance. The quasicouatl has advantage on saving throws against spells and other magical effects.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 3 (1d6) and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

Spellcasting (Psionics; True Form Only). The quasicouatl casts *mage hand*, requiring no spell components and using Charisma as the spellcasting ability.

Bonus Actions

Change Shape. The quasicouatl transforms into a Tiny snake or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. If it dies, it reverts to its true form.



Teyaotlani Couatl

Large Celestial, Typically Lawful Good

Armor Class 18 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 30 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	18 (+4)	22 (+6)	20 (+5)

Saving Throws Dex +9, Con +9, Wis +11, Cha +10
Skills Athletics +10, Insight +11, Perception +11
Damage Immunities psychic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Senses truesight 120 ft., passive Perception 21
Languages all, telepathy 120 ft.
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Magic Weapons. The couatl's weapon attacks are magical.

Oracular Foresight. The couatl can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on all attack rolls against the couatl.

Shielded Mind. The couatl is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

Actions

Multiattack. The couatl makes three attacks, only one of which can be a bite attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage, and the target must make a DC 17 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 24 hours, even after regaining hit points, and is unconscious while poisoned in this way.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage, and the target is grappled (escape DC 20) if it is Medium or smaller. Until this grapple ends, the target is restrained. The couatl's elongated, serpentine body can coil around and grapple up to two targets. If the couatl has two creatures grappled this way, it cannot use constrict against other targets.

Spellcasting (Psionic). The couatl casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *augury* (as an action), *guidance, resistance, telepathic bond*
3/day each: *bless, locate creature, locate object, scrying*
2/day each: *commune* (as an action), *enhance ability, legend lore* (as an action), *magic circle* (as an action)
1/day: *flame strike* (7th level), *freedom of movement, true seeing*

Bonus Actions

Ethereal Jaunt. The couatl can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Reactions

Oracular Warning. When another creature the couatl can see within 120 feet of it makes a saving throw, the creature can roll the save with advantage.

Ixtimal Couatl

Huge Celestial, Typically Lawful Good

Armor Class 21 (natural armor)
Hit Points 225 (18d12 + 108)
Speed 50 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	26 (+8)	22 (+6)	25 (+7)	30 (+10)	25 (+7)

Saving Throws Str +15, Dex +15, Con +13, Int +14, Wis +17, Cha +14
Skills Insight +24, Persuasion +21, Perception +17
Damage Immunities psychic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 27
Challenge 24 (62,000 XP) **Proficiency Bonus** +7

Celestial Weapons. The couatl's weapon attacks are magical. When the couatl hits with any weapon attack, the attack deals an extra 3d10 radiant damage (included in the attack).

Legendary Resistance (3/Day). If the couatl fails a saving throw, it can choose to succeed instead.

Magic Resistance. The couatl has advantage on saving throws against spells and other magical effects.

Soul Sight. The couatl magically knows the alignment and creature type of each creature it can see with its truesight.

Actions

Multiattack. The couatl makes two attacks: one with its bite and one constrict.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one creature. *Hit:* 17 (2d8 + 8) piercing damage plus 16 (3d10) radiant damage.

Constrict. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 8) bludgeoning damage plus 16 (3d10) radiant damage, and the target is grappled (escape DC 18) if it is Large or smaller. Until this grapple ends, the target is restrained. The couatl's elongated, serpentine body can coil around and grapple up to three targets. If the couatl has three creatures grappled this way, it cannot use constrict against other targets.

Spellcasting (Psionic). The couatl casts one of the following spells, requiring no spell components using Wisdom as the spellcasting ability (spell save DC 25):

At will: *bless, continual flame, cure wounds* (3rd level), *detect magic, guidance, heroism*
3/day each: *banishment, lesser restoration, protection from poison, scrying, zone of truth*
2/day each: *death ward, dispel evil and good, greater restoration*
1/day each: *holy aura, mass heal, true resurrection* (as an action)

Celestial Channeling (1/Day). The couatl merges with one willing recipient humanoid it can see within 5 feet of it; the couatl then disappears, and the recipient channels much of the couatl's power. The couatl cannot take any actions but maintains its awareness, using the recipient's senses, and can communicate telepathically with the recipient. The couatl can't be targeted by any attack, spell, or other effect, except ones that dismiss or banish celestials. The recipient retains its own statistics, but gains 225 temporary hit points, a fly speed of 60 feet, and the couatl's Legendary Resistance, Magic Resistance and Soul Sight traits, plus the couatl's Spellcasting (Psionics) action and all of its Legendary Actions, including all ways to spend them.

The channeling lasts until the recipient drops to 0 hit points or dies, the couatl ends it as a bonus action, or the couatl is banished or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the couatl reappears in an unoccupied space within 5 feet of the recipient.

Legendary Actions

The couatl can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The couatl regains spent legendary actions at the start of its turn.

Attack. The couatl makes a weapon attack.
Cast a Spell (Costs 2 Actions). The couatl uses Spellcasting.
Dazzling Halo (Costs 2 Actions). The couatl focuses its rainbow halo on one creature it can see within 120 feet. If the creature can see the couatl, it must make a DC 25 Wisdom saving throw. On a failed save, the creature takes 22 (4d10) radiant damage and is blinded and stunned for 1 hour. On a successful save, a creature takes half damage and is blinded until the end of its next turn. A creature that is both blinded and stunned by this legendary action can repeat the saving throw at the end of each of its turns, ending both conditions on a success.
Wings of Glory (Costs 3 Actions). The couatl spreads its rainbow-hued wings of fire and flies up to 60 feet without provoking opportunity attacks. At one point during this flight, the wings flare and each creature within a 60-foot radius of the couatl must make a DC 25 Dexterity saving throw, taking 27 (6d8) fire damage and 27 (6d8) radiant damage on a failed save, or half as much on a successful one.





ZILARGO

The nation of Zilargo is widely regarded as the most peaceful nation in Khorvaire, boasting the lowest crime rate of all Thronehold Nations (even less than the largely pious Thrane). Regarded for the Library of Korranberg—Khorvaire's largest and most comprehensive store of knowledge—and the famed elemental binders that make modern marvels of transportation possible, most other nations have nothing but respect for the unassuming homeland of gnomes.

THE TRUST

The reason why Zilargo has such a low instance of crime is because the peace is enforced by a surveillance state, operated by the secret police known internally as the Trust. Zil gnomes don't seem to mind the arrangement, possibly because of some quirk of basic gnome psychology, but most other races would find the lack of privacy in Zilargo oppressive… if they knew it existed.

Most agents of the Trust are passive—not truly agents at all but merely informants. Conservative estimates suggest one in three gnomes of Zilargo's population are informants, sending reports to the Trust on their neighbors on a daily basis.

Higher up in the organization, active infiltrators, investigators, and assassins employed by the Trust are detailed below.

Honest Language. "Honesty" is the name of not merely one secret language used among the Trust, but four independent languages. The Trust uses these four separate versions of signs, countersigns, codes, and ciphers to keep reports and cells separate, to ensure maximum operational security. Only the highest-ranking members of the Trust know more than one version of Honesty.



Zilargo

Whisp

Tiny Elemental, Neutral

Armor Class 11
Hit Points 1 (1d4 – 1)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	8 (–1)	10 (+0)	13 (+1)	11 (+0)

Skills Perception +5, Stealth +5
Senses darkvision 60 ft., passive Perception 15
Languages Honesty, Auran
Challenge 0 (0 XP) **Proficiency Bonus** +2

Invisibility. The whisp is invisible.

Rejuvenation. If it dies, the whisp returns to life in 2d12 hours and regains its hit point.

Whisper bond. The whisp can be bonded to another creature. While the whisp is within 100 feet of its bonded creature, they can communicate telepathically with each other, and the bonded creature can use an action to see and hear as if present in the whisp's space until the start of its next turn. During this time, the bonded creature is blind with regard to its own senses.

Additionally, the whisp knows the distance to and direction its bonded creature, even if it and the whisp are on different planes of existence. If either creature dies, the other knows, and the bonded creature can tell when the whisp rejuvenates.

Actions

None. The whisp has no effective attacks.



Zil Elemental Binder

Small Humanoid (Artificer, Gnome), Any Alignment

Armor Class 16 (chain mail; 18 with an earth elemental binding)
Hit Points 36 (8d6 + 8)
Speed 25 ft.; 60 ft. fly (hover) with an air elemental binding

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	18 (+4)	13 (+1)	10 (+0)

Saving Throws Con +3, Intelligence +6
Skills Arcana +6, Perception +3, alchemist's supplies +8, tinker's tools +8
Senses darkvision 60 ft., passive Perception 13
Languages Common, Gnomish
Challenge 3 (700 XP) **Proficiency Bonus** +2

Dispel Vulnerability. If *dispel magic* is cast on the binder, the caster may make a DC 14 spellcasting ability check. On a successful check, the caster dispels one of the binder's elemental equipment bindings, sending the elemental back to its home plane of existence until the binder spends 10 minutes and expends a use of a 1st level or higher spell to restore the binding. When dispelled, roll a d4 or choose one of the bindings below to be dispelled.

Elemental Equipment. The binder's equipment is bound with several elementals, augmenting the binder's statistics as noted below:

1. *Air Elemental Binding.* The binder gains a flying speed of 60 feet and can hover.
2. *Earth Elemental Binding.* The binder gains a +2 bonus to AC and any critical hit scored against it becomes a normal hit.
3. *Fire Elemental Binding.* The binder's weapon attacks are magical, use Intelligence for the attack and damage roll, and deal an extra 7 (2d6) fire damage when it hits with them (included in the attack).
4. *Water Elemental Binding.* The binder regains 5 hit points at the start of each of its turns as long as it has less than half its hit points.

Gnome Cunning. The binder has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Actions

Fire Elemental Hammer. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage plus 7 (2d6) fire damage.

Fire Elemental Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) fire damage.

Spellcasting. The binder casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 14):

At will: *light, mage hand, minor illusion*
2/day each: *blur, faerie fire, grease, heat metal, levitate, spider climb*

Reactions

Flash of Genius (4/day). When the binder or another creature it can see within 30 feet of it makes an ability check or saving throw, the creature or the binder can add the binder's Intelligence modifier (+4

Madra Sil Sarin

Small Humanoid (Gnome), Lawful Evil

Armor Class 17 (studded leather)
Hit Points 90 (20d6 + 20)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	12 (+1)	15 (+2)	14 (+2)	11 (+0)

Saving Throws Dex +9, Int +6
Skills Acrobatics +9, Insight +6, Investigation +10, Perception +10, Sleight of Hand +13, Stealth +13
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 20
Languages Common, Dwarvish, Elvish, Gnomish, Honesty
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Assassinate. During her first turn, Madra has advantage on attack rolls against any creature that hasn't taken a turn. Any hit she scores against a surprised creature is a critical hit.

Evasion. If Madra is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Gnome Cunning. Madra has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Sneak Attack (1/Turn). Madra deals an extra 35 (10d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Madra's that isn't incapacitated and Madra doesn't have disadvantage on the attack roll.

Special Equipment. Madra wears *goggles of minute seeing*, *gloves of thievery*, a *ring of invisibility* and a *ring of sustenance*—a rare magic ring that precludes Madra's need to eat or drink while she wears it. She also wields a *dagger of return*, a magic weapon that, if thrown as part of a ranged attack, teleports back to her hand immediately after the attack deals damage or misses.

Actions

Multiattack. Madra makes two attacks with her *dagger of return*.

Dagger of Return. *Melee or Ranged Weapon Attack*: +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage, and the target must make a DC 17 Constitution saving throw, taking 35 (10d6) poison damage on a failed save, or half as much damage on a successful one.

Spellcasting. Madra casts *minor illusion* or *sending*, using Intelligence as the spellcasting ability (spell save DC 14).

Reactions

Uncanny Dodge. Madra halves the damage that she takes from an attack that hits her. Madra must be able to see the attacker.

Kessler

Small Humanoid (Bard, Gnome), Chaotic Neutral

Armor Class 15 (chain shirt)
Hit Points 44 (8d6 + 16)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	12 (+1)	13 (+1)	20 (+5)

Saving Throws Dex +4, Wis +3
Skills Acrobatics +4, Perception +5, Performance +9
Senses darkvision 60 ft., passive Perception 15
Languages Common, Gnomish
Challenge 3 (700 XP) **Proficiency Bonus** +2

Gnome Cunning. Kessler has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Actions

Multiattack. Kessler makes two melee attacks.

Shortsword. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

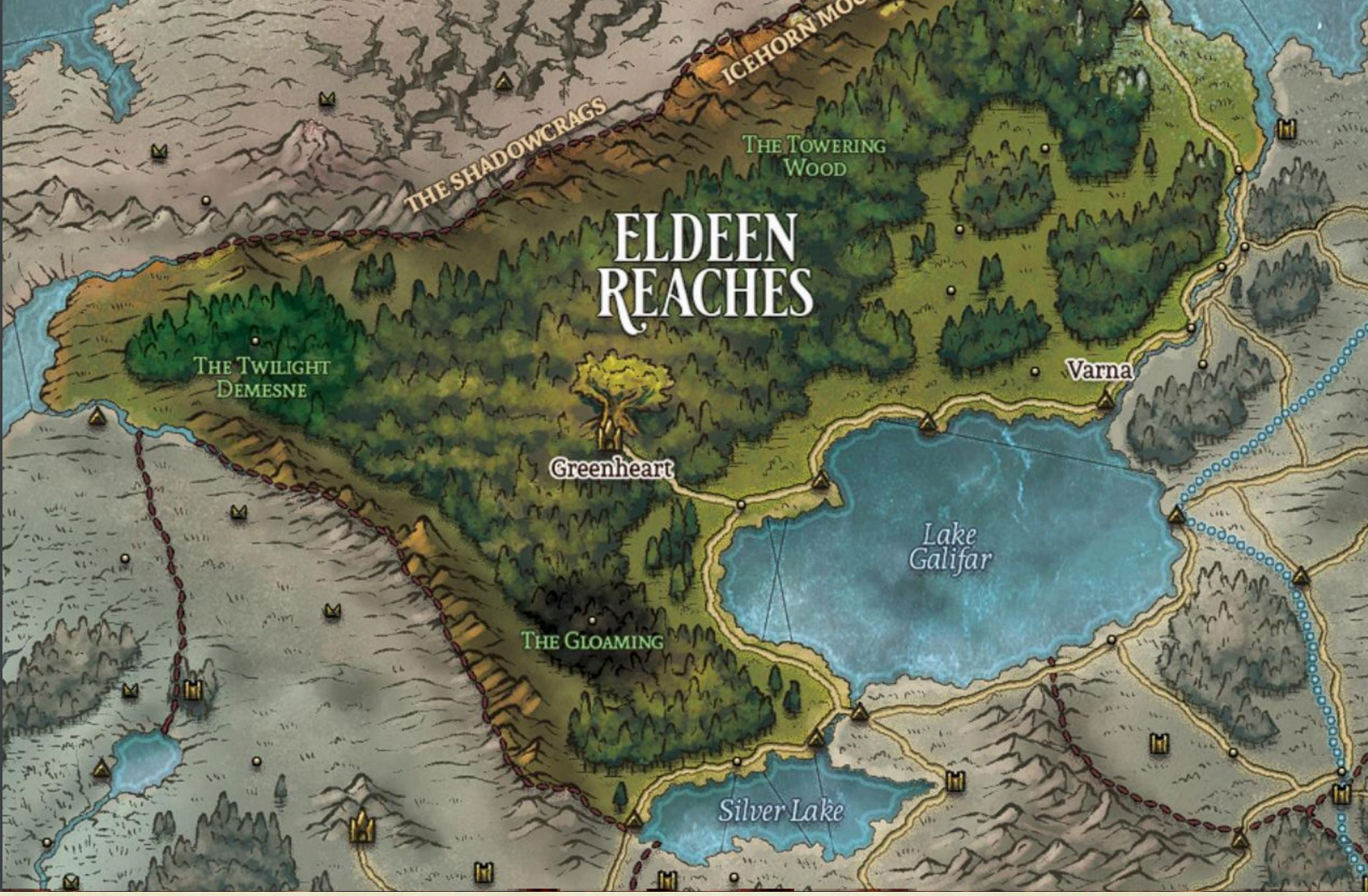
Spellcasting. Kessler casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 15):

At will: *friends, mage hand, vicious mockery*
3/day each: *bane, enthrall, heroism, shatter* (3rd level), *suggestion, Tasha's hideous laughter, unseen servant*
2/day each: *fear, greater invisibility, nondetection, tongues*

Bonus Actions

Taunt (5/Day). Kessler targets one creature within 30 feet of him. If the target can hear Kessler, the target must succeed on a DC 15 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of Kessler's next turn.





THE ELDEEN REACHES

Situated in the northwestern region of Khorvaire, the Eldeen Reaches is comprised mostly of a vast forest known as the Towering Wood. The eastern end of the nation is populated with farming villages that were once the western reaches of Aundair—which seceded from that nation during the Last War.

DRUIDIC SECTS

Although the nation of the Eldeen Reaches is young, the druidic traditions of the Towering Wood go back for millennia. Over the ages, these traditions splintered into several distinct sects. Each sect has its own interpretation of the nature of the world, with their own convictions and beliefs. All sects, however, agree that nature must be protected and natural laws enforced.

The Great Druid Oalian—ostensible ruler of the Eldeen Reaches—sent a representative to the Thronehold Accords, and the Treaty of Thronehold established the region as a sovereign nation, including the territories it gained from Aundair during the war.

THE WARDENS OF THE WOOD

The largest of the Eldeen druidic sects is the Wardens of the Wood, and it was they who ultimately caused the secession of western Aundair. Abandoned by the Aundairian crown for more pressing battles of the Last War, the towns of Aundair's western reaches were preyed upon by bandit lords. For years, the townsfolk suffered under these "lords" who took whatever they wished and killed those who denied them—until the Wardens marched out of the Towering Wood and liberated the people. The townsfolk reciprocated by breaking away from Aundair and striving to honor the traditions of the druids and rangers that saved them.

The Wardens, along with being the largest druidic sect, are also the most progressive. They accept that cities and towns are merely the "natural habitat" of humans and other folk, and believe that nature and civilization can exist in harmony.

Great Druid Oalian

Gargantuan Plant (Druid), Neutral

Armor Class 24 (natural armor)
Hit Points 350 (20d20 + 140)
Speed 0 ft. (see Uproot)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	6 (–2)	25 (+7)	16 (+3)	30 (+10)	18 (+4)

Saving Throws Str +19, Con +16, Int +12, Wis +19, Cha +13
Skills Animal Handling +28, History +21, Insight +19, Medicine +19, Nature +21, Perception +19, Persuasion +13, Survival +28
Damage Immunities bludgeoning, piercing, slashing
Senses tremorsense 500 ft. (see Uproot), passive Perception 29
Languages Common, Druidic, Orc, Sylvan
Challenge 29 (135,000 XP) **Proficiency Bonus** +9

False Appearance. While Oalian remains motionless, they are indistinguishable from an enormous greatpine tree.

Immutable Form. Oalian is immune to any spell or effect that would alter their form.

Legendary Resistance (4/Day). If Oalian fails a saving throw, they can choose to succeed instead.

Magic Weapons. Oalian's weapon attacks are magical.

Reactive. Oalian can take one reaction on every turn of combat.

Rooted into the World. Oalian cannot be knocked prone or moved from their space but automatically fails Dexterity saving throws. Additionally, Oalian cannot be teleported or transported to a different plane against their will. Allowing themself to be teleported or transported, or doing so themself, causes Oalian to automatically take the Uproot action, even if they have no actions left or it is not their turn.

Siege Monster. Oalian deals double damage to objects and structures.

Actions

Multiattack. Oalian makes five attacks with their branches.

Branches. *Melee Weapon Attack:* +19 to hit, reach 500 ft., one target. *Hit:* 17 (2d6 + 10) bludgeoning damage, and the target is grappled (escape DC 26). Oalian has innumerable branches and can grapple hundreds of creatures.

Uproot. Oalian uproots themself, gaining a movement speed of 50 feet, but loses their tremorsense and Rooted into the World trait. Additionally, uprooting causes devastation around Oalian out to a radius of 500 feet. The ground in the radius becomes difficult terrain, and all structures within it take 200 bludgeoning damage. A structure reduced to 0 hit points collapses. A creature within half the distance of a structure's height must make a DC 24 Dexterity saving throw. On a failed save, the creature takes 17 (5d6) bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.

Spellcasting. Oalian casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 27; +19 to hit with spell attacks):

At will: *cure wounds* (3rd level), *druidcraft, entangle, goodberry, mending* (as an action), *poison spray, produce flame, speak with animals*
3/day each: *animal messenger, beast sense, call lightning, conjure animals, conjure minor elementals* (as an action), *conjure woodland beings, dispel magic, hold person, lesser restoration, locate creature, plant growth, stone shape, wind wall*
2/day each: *awaken* (as an action), *commune with nature* (as an action), *greater restoration, heal, heroes' feast* (as an action), *reincarnate* (as an action), *sunbeam, wall of thorns*
1/day each: *control weather* (as an action), *foresight** (as an action), *regenerate* (as an action), *reverse gravity*

* Oalian casts *foresight* on themself before combat.

Reactions

Overarching Strike. Oalian makes an attack with their branches against any creature that enters their reach or moves more than 20 feet within it, unless the creature took the Disengage action or its movement does not provoke opportunity attacks.

Legendary Actions

Oalian can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Oalian regains spent legendary actions at the start of his turn.

Snatch. Oalian makes an attack with their branches.
Manifest Nature (Costs 2 Actions). Oalian uses Spellcasting to cast a druid spell of 5th-level or lower.
Smash (Costs 3 Actions). Oalian moves up to two creatures they are grappling anywhere within their reach. A creature can make a DC 27 Strength saving throw as a reaction to avoid being moved. If Oalian drags a creature into a solid surface, the creature takes 3 (1d6) damage for every 10 feet it was dragged, to a maximum of 35 (10d6) damage.



Guardian Druid

Medium Humanoid, Any Alignment

Armor Class 16 (bronzewood breastplate)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	11 (+0)	18 (+4)	15 (+2)

Saving Throws Str +3, Con +5, Int +3, Wis +7
Skills Animal Handling +7, Insight +7, Nature, +6, Perception +7, Persuasion +5
Senses passive Perception 17
Languages Common, Druidic, plus any two languages
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Devotion to Nature. While the druid is outdoors and in a natural environment, it cannot be charmed or frightened.

Natural Explorer. The druid's movement is not slowed by nonmagical natural environments that are difficult terrain.

Special Equipment. Guardian druids typically wear breastplate shaped from bronzewood. This rare hardwood is nonmagical, but just as protective as steel. Bronzewood armor is immune to effects that would rust or corrode it with acid.

Actions

Multiattack. The druid makes two attacks with its Primal Staff.

Primal Staff. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Summon Nature's Ally (1/Day). The druid casts *summon beast* (*TCoE*), requiring no spell components and using Wisdom as the spellcasting ability. When cast this way, *summon beast* has a duration of 12 hours and does not require concentration, although the spell ends if the druid dies. Additionally, the bestial spirit summoned can be Small, Medium, or Large (see the Guardian's Ally stat block for the bestial spirit the druid summons with this action).

Spellcasting. The druid casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15):

At will: *druidcraft, guidance, mending* (as an action)
3/day each: *create or destroy water, detect poison and disease, purify food and drink, speak with animals*
2/day each: *animal messenger, lesser restoration, plant growth, protection from poison, speak with plants*
1/day: *call lightning* (5th level), *commune with nature* (as an action)

Guardian's Ally

Small, Medium, or Large Beast, Unaligned

Armor Class 15 (natural armor)
Hit Points 30 (Air only) or 40 (Land and Water only)
Speed 30 ft.; climb 30 ft. (Land only); fly 60 ft. (Air only); swim 30 ft. (Water only)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	4 (–3)	14 (+2)	5 (–3)

Senses darkvision 60 ft., passive Perception 12
Languages understands the druid's languages but can't speak
Challenge —(included in the druid's challenge) **Proficiency Bonus** +3

Flyby (Air Only). The beast doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Pack Tactics (Land and Water Only). The beast has advantage on an attack roll against a creature if at least one of the beast's allies is within 5 feet of the creature and the ally isn't incapacitated.

Water Breathing (Water Only). The beast can breathe only underwater.

Actions

Multiattack. The beast makes two maul attacks.

Maul. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 12 (1d8 + 8) piercing or slashing damage (chosen when summoned).



Purifier Druid

Medium Humanoid (Any Non-Warforged), Typically Neutral Evil

Armor Class 14 (hide; 16 with *barkskin*)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	13 (+1)	10 (+0)	18 (+4)	13 (+1)

Saving Throws Dex +5, Con +4, Int +3, Wis +7
Skills Intimidation +7, Nature +6, Perception +7
Damage Resistances bludgeoning, piercing, and slashing damage from attacks made with magical weapons
Senses passive Perception 17
Languages Druidic
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Deny the Unnatural. If the druid succeeds on a saving throw against a non-druid or non-ranger spell, it takes no damage from the spell, even if the spell would normally deal half damage on a successful save.

Magic Resistance. The druid has advantage on saving throws against spells and other magical effects.

Detect Impurity. While the druid is concentrating on *detect magic* and uses its action to learn the school of magic of any aura it sees, it also learns whether the magic was produced by a ranger or druid spell or not.

Actions

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Break Bond (Recharges after a Short or Long Rest). One beast the druid can see that is either conjured, charmed, or summoned by a magical effect has that effect end on it. Alternatively, the druid can disrupt the bond between a beast companion and its partner, for as long as the druid concentrates (as though concentrating on a spell), up to 1 hour.

For as long as the bond is disrupted, any beast that always follows the commands of another creature disregards any commands it is given, becoming wild and acting instead as if it failed a saving throw against the *confusion* spell. If the druid maintains concentration on this effect for the entire duration, the beast turns feral—permanently breaking its bond to the other creature. Depending on how the beast was treated by its former partner, it may not be hostile to them immediately, but it will no longer follow the former partner willingly. A permanently broken bond can be restored by a *greater restoration* spell cast on the beast.

Spellcasting. The druid casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15; +7 to hit with spell attacks):

At will: *poison spray, produce flame, resistance, thorn whip*
3/day each: *barkskin, burning hands* (4th level), *detect magic, entangle, heat metal* (4th level), *hold person*
2/day each: *dispel magic, scorching ray* (5th level), *wind wall*
1/day each: *geas* (as an action), *wrath of nature* (*XGtE*)

Reactions

Primal Sanction (3rd-Level Spell; 2/Day). The druid targets one creature it can see within 60 feet of it that is casting a spell. If the spell being cast is 3rd level or lower, the spell fails and has no effect.

Ashbound Mage Slayer

Medium Humanoid (Any Non-Warforged), Typically Chaotic Evil

Armor Class 14 (hide)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Con +5, Wis +4
Skills Athletics +6, Intimidation +5
Damage Resistances damage from spells
Senses passive Perception 12
Languages Druidic
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Deny the Unnatural. If the mage slayer succeeds on a saving throw against a non-druid or non-ranger spell, it takes no damage from the spell, even if the spell would normally deal half damage on a successful save.

Enraged Mind. The mage slayer has advantage on saving throws against any non-druid or non-ranger spell that would make it charmed or frightened.

Reckless. At the start of its turn, the mage slayer can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The mage slayer makes two melee weapon attacks.

Flint Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage, plus 6 (1d12) slashing damage if the target is a non-ranger, non-druid spellcaster.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft., or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, plus 3 (1d6) slashing damage if the target is a non-ranger, non-druid spellcaster.

Bonus Actions

Second Wind (Recharges after a Short or Long Rest). The mage slayer regains 20 hit points.

Reactions

Spell-breaking Strike. When a spellcaster within the mage slayer's reach casts a spell, the mage slayer makes a melee weapon attack with advantage against the spellcaster before they complete casting the spell. If the attack hits, the spellcaster must make a Constitution saving throw as if to maintain concentration on a spell when taking damage. On a failed saving throw, the spellcaster's spell fails and the casting time is wasted.



Abomination Hunter

Medium Humanoid (Ranger), Typically Neutral Good

Armor Class 17 (studded leather, shield)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Dex +6, Int +3, Wis +5, Cha +3
Skills Arcana +6, Nature +3, Perception +8, Stealth +9, Survival +5
Damage Resistances psychic
Condition Immunities grappled, stunned
Senses passive Perception 18
Languages Common, Druidic, Orc
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Resist Corruption. The hunter is immune to any effect that would force it to take a randomly determined action and any effect that would magically transform it against its will.

Actions

Multiattack. The hunter makes three weapon attacks.

Byeshk Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. The hunter fires byeshk ammunition.

Spellcasting. The hunter casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13):

2/day each: *detect evil and good, protection from evil and good, arcane lock, darkvision, moonbeam*
1/day each: *protection from energy, nondetection*

Bonus Actions

Nature's Warrior. The hunter chooses one creature within 30 feet of it. The next time the hunter hits the target before the end of its turn, all damage dealt by the attack is force damage and the target takes an extra 13 (3d8) force damage from the attack. If the target is an aberration, fiend, or a cultist of the Dragon Below, the extra force damage increases to 18 (4d8).



Druid Mystagogue

Medium Humanoid, Typically Neutral Good

Armor Class 16 (hide, shield)
Hit Points 110 (20d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+2)	16 (+2)	12 (+1)	10 (+0)	20 (+5)	14 (+2)

Saving Throws Dex +5, Con +4, Int +3, Wis +8
Skills Arcana +6, Nature +6, Perception +8, Persuasion +5, Survival +8
Damage Resistances psychic
Senses passive Perception 18
Languages Common, Draconic, Druidic, Orc
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Aberration Banemagic. Any abjuration or divination spell the druid casts that lists two or more creature types it can affect adds aberrations to that list.

Resist Corruption. The druid is immune to any effect that would force it to take a randomly determined action and any effect that would magically transform it against its will.

Actions

Byeshk Scimitar. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Purge Aberrations (Recharge 5–6). The druid channels the natural purity of Eberron through its byeshk scimitar. Each aberration within 60 feet of the druid must make a DC 16 Wisdom saving throw. On a failed saving throw, a creature takes 35 (10d6) radiant damage and is repelled for as long as the druid concentrates on this effect (as though concentrating on a spell), for up to 1 minute, or until the aberration takes any further damage. On a successful save, the creature takes half as much damage and is not repelled.

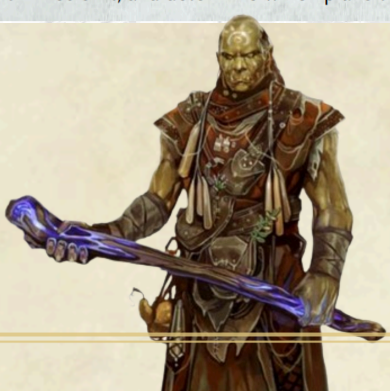
A repelled aberration can't willingly move to a space within 60 feet of the druid. If it begins its turn within 60 feet of the druid, the aberration must immediately use its movement and Dash action if necessary to move at least 60 feet away from the druid. If the druid moves to within 60 feet of a repelled aberration, the aberration is no longer repelled.

Spellcasting. The druid casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *druidcraft, mending* (as an action), *produce flame, thorn whip*
3/day each: *arcane lock, cure wounds* (4th level), *detect evil and good, entangle, hold person, moonbeam* (5th level), *protection from evil and good, speak with animals*
2/day each: *banishment, dimension door, erupting earth* (*XGtE*), *glyph of warding* (as an action), *magic circle* (as an action),
1/day each: *commune with nature* (as an action), *dispel evil and good, wall of force, wrath of nature* (*XGtE*)

Bonus Actions

Detect Planar Convergence (Recharges on a Short or Long Rest). The druid can sense the distance and direction of the nearest manifest zone within 5 miles of it, and determine which plane the zone is tied to.



HORRID BEASTS

When the Gatekeeper druids fought their ancient war against the forces of Xoriat, they bred stronger, tougher, meaner beasts to counter the aberrant monsters they clashed with. The result were species of horrid beasts, more aggressive and tougher than any normal animal.

HORRID BEAST TEMPLATE

Any Small or larger beast can be bred or born as a horrid beast. When creating a horrid beast, the base creature retains all its statistics except, as noted below.

Alignment. Horrid beasts are vicious and incredibly aggressive, to the point of malice and cruelty. A horrid beast is always neutral evil.

Armor Class. The base creature's natural armor improves by 3. If the base creature does not have natural armor, it gains an AC value equal to 13 + its Dexterity modifier due to natural armor.

Ability Score Increase. The base creature's Constitution score increases by 4, with no maximum. Adjust the creature's hit points as appropriate for its new Constitution modifier and Hit Dice total.

Immunities. Horrid beasts are immune to acid damage and the charmed condition.

New Trait: Ill-Tempered. Wisdom (Animal Handling) checks involving a horrid animal are always made with disadvantage.

New Action: Multiattack. If the base creature did not already possess a multiattack option, the horrid version has one that allows it to make two attacks with any of its natural weapons (such as bites, claws, horns, etc.).

Vicious Natural Weapons. Any of the horrid creature's natural weapons deal double the amount of damage dice as the base creature's. For example, if the base creature's bite attack that does 6 (1d6 + 3) piercing damage, the horrid version's bite attack deals 10 (2d6 + 3) piercing damage.

Caustic Attack. The horrid creature's bite attack, or any one other natural weapon attack if it does not possess a bite, deals extra acid damage on a hit. This extra damage is equal to 1d6 if the base creature had a challenge rating of less than 1, 2d6 if the base creature had a challenge rating of 1-3, or 3d6 if the base creature had a challenge rating of 4 or higher.

Challenge Rating. If the base creature had a challenge rating of less than 1, it increases to 2. If the base creature had a challenge rating of 1-3, increase its challenge rating by 2. For a base creature with a challenge rating of 4 or higher, recalculate its challenge rating as per the *Dungeon Master's Guide.*

Horrid Ape

Huge beast, neutral evil

Armor Class 15 (natural armor)
Hit Points 187 (15d12 + 90)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	22 (+6)	7 (–2)	12 (+1)	7 (–2)

Skills Athletics +10, Perception +5
Damage Immunities acid
Condition Immunities charmed
Senses passive Perception 15
Languages —
Challenge 11 (7,200 XP)

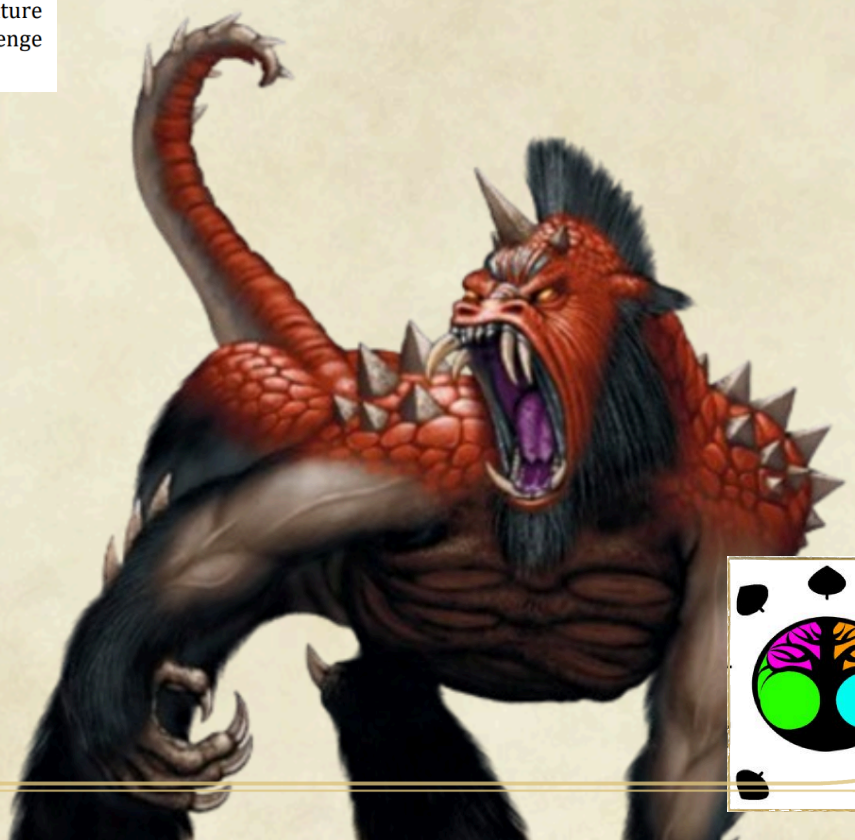
Ill-Tempered. Wisdom (Animal Handling) checks involving a horrid ape are always made with disadvantage.

Actions

Multiattack. The horrid ape makes two fist attacks.

Fist. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 39 (6d10 + 6) piercing damage and 10 (3d6) acid damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 50/100 ft., one target. *Hit:* 30 (7d6 + 6) bludgeoning damage.



Battlebriar

Huge Plant, Unaligned

Armor Class 21 (natural armor)
Hit Points 287 (25d12 + 125)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	8 (–1)	20 (+5)	5 (–3)	10 (+0)	7 (–2)

Saving Throws Dex +4, Wis +5, Cha +3
Damage Immunities fire, lightning
Senses darkvision 60 ft., passive Perception 10
Languages understands Druidic but can't speak
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Bristling Form. A creature that starts its turn in a space within 5 feet of the battlebriar or enters such a space for the first time on its turn takes 10 (4d4) piercing damage.

Druidic Siege Monster. The battlebriar deals double damage to objects and structures and all damage it deals is magical.

Impale (1/Turn). When the battlebriar hits a Large or smaller creature with its thorned limbs, the target must succeed on a DC 21 Strength or Dexterity saving throw or be impaled on the battlebriar's body.

An impaled creature automatically moves with the battlebriar when it moves and is restrained until the end of its next turn, when it must repeat the saving throw. The target gains advantage on the second saving throw if it or an ally uses an action before the end of its turn to focus on freeing it. A success on this second saving throw frees the target. If the target fails the second saving throw, it becomes paralyzed for as long as it remains impaled.

Once the target is paralyzed, it can only be freed by another creature taking an action to make a DC 21 Strength (Athletics) or Dexterity (Sleight of Hand) check to pull it free as an action.

Actions

Multiattack. The battlebriar makes two attacks with its thorned limbs.

Thorned Limbs. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage and 7 (2d6) piercing damage.

Thorn Volley. The battlebriar rears up on its hind legs and launches a volley of thorns from its body at a point it can see within 60 feet. Each creature within a 10-foot radius of that point must make a DC 18 Dexterity saving throw, taking 28 (8d6) piercing damage on a failed save, or half as much on a successful one.





The Lhazaar Principalities

Three thousand years ago, the legendary explorer Lhazaar set sail, heading west from Sarlona's shores to find a new land of opportunity. Her fleet discovered the archipelago off the northeastern coast of Khorvaire, and from there, humanity spread across the continent. Today, despite being humanity's first seat on the continent, the Lhazaar Principalities—as the archipelago was named—is still a dangerous, intense place to travel and live in.

Divided by several competing fleets, the Lhazaar Principalities are known collectively as a notorious haven for pirates and unsavory sorts. Even the Kingdom of Galifar's royal navy at the height of its power was never able to defeat the Lhazaar fleets like they did the pirates of the Thunder Sea—a major source of pride for the audacious sailors of the Principalities.

At the end of the Last War, the Principalities rallied around Prince Ryger of the Seadragon fleet—naming him High Prince—and sent him to the Thronehold Accords to gain independent sovereignty for all of the Lhazaar Principalities. While the "High Prince" is the ruling monarch of the Principalities on paper, the reality is far from it. Each principality preys on each other's fleets in acts of piracy, as they compete with each other for resources, land, and plunder.

Lhazaar Principalities

Lhazaar Ship Captain

Medium Humanoid, Any Alignment

Armor Class 16 (studded leather)
Hit Points 78 (12d8 + 14)
Speed 30 ft., climb 25 ft., swim 60 ft. (with Special Equipment)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	13 (+1)	13 (+1)	17 (+3)

Saving Throws Str +5, Dex +7, Wis +4, Cha +6
Skills Athletics +5, Insight +4, Persuasion +9, vehicles (water) +7
Senses passive Perception 11
Languages any three languages
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Sea Legs. The captain has advantage on ability checks and saving throws to resist being knocked prone.

Skilled Fencer. The captain adds twice its proficiency modifier on attacks using weapons with the finesse property, and such a weapon deals one extra die of its damage when the captain hits with it (included in the attack).

Special Equipment. The captain wears a *black captain's coat and tricone* which functions like a *cloak of the manta ray.* It also wields a *flame tongue rapier.*

Actions

Multiattack. The captain makes two weapon attacks.

Flame Tongue Rapier. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 7 (2d6) fire damage.

Dagger. *Melee or Ranged Weapon Attack*: +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

Reactions

Put Yer Back In It, Me Hearties (4/day). Whenever an ally within 30 feet of the captain that can hear it makes an attack roll, ability check, or saving throw, the captain can grant the ally advantage.

Lhazaar Deckhand

Medium Humanoid, Any Alignment

Armor Class 13 (leather armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Athletics +3, vehicles (water) +3
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Pack Tactics. The deckhand has advantage on an attack roll against a creature if at least one of the deckhand's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sea Legs. The deckhand has advantage on ability checks and saving throws to resist being knocked prone.

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Lhazaar Old Salt

Medium Humanoid, Any Alignment

Armor Class 14 (leather armor)
Hit Points 26 (4d8 + 8)
Speed 30 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	12 (+1)	12 (+1)	12 (+1)

Skills Athletics +3, Survival +3, vehicles (water) +3
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 1 (200 XP) **Proficiency Bonus** +2

Grizzled. The old salt has advantage on Strength checks.

Pack Tactics. The old salt has advantage on an attack roll against a creature if at least one of the old salt's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sea Legs. The old salt has advantage on ability checks and saving throws to resist being knocked prone.

Actions

Multiattack. The old salt makes two attacks with its scimitar.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Lhazaar First Mate

Medium Humanoid, Any Alignment

Armor Class 15 (leather armor)
Hit Points 58 (9d8 + 18)
Speed 30 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	11 (+0)	13 (+1)	15 (+2)

Saving Throws Str +4, Dex +6, Wis +3
Skills Athletics +4, Insight +5, Intimidation +6, vehicles (water) +3
Senses passive Perception 16
Languages any three languages
Challenge 3 (700 XP) **Proficiency Bonus** +2

Grizzled. The first mate has advantage on Strength checks.

Sea Legs. The first mate has advantage on ability checks and saving throws to resist being knocked prone.

Shocking Display (1/Turn). When the first mate hits with a melee weapon attack, it can choose one of the following effects to add to the attack:

- The attack deals an extra 14 (4d6) damage.
- The target must succeed on a DC 14 Dexterity saving throw or be knocked prone.
- The first mate deals no damage with the attack, but the target must succeed on a DC 14 Strength saving throw or drop one item it is holding. If the target fails its save and the first mate has a hand free, the first mate can choose to catch the item.

Vigilant. The first mate can't be surprised and has advantage on initiative rolls. Additionally, it has a +5 bonus to its passive Perception score (included above).

Actions

Multiattack. The first mate makes two attacks with its rapier.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Reactions

Parry. The first mate adds 3 to its AC against one melee attack that would hit it. To do so, the first mate must see the attacker and be wielding a melee weapon.

Lhazaar Deck Mage

Medium Humanoid (Wizard), Any Alignment

Armor Class 13 (leather armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	18 (+4)	15 (+2)	11 (+0)

Saving Throws Dex +4, Con +4, Wis +4
Skills Arcana +8, Athletics +2, vehicles (water) +4
Senses passive Perception 12
Languages any two languages
Challenge 3 (700 XP) **Proficiency Bonus** +2

Sea Soul. The mage has advantage on ability checks and saving throws to resist being knocked prone and to maintain concentration on spells while in extreme weather.

Shipboard Rituals. The mage can cast certain spells as rituals, using Intelligence as the spellcasting ability. The mage knows the following rituals:

Rituals: *unseen servant, skywrite* (*XGtE*), *water breathing*

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Ray of Frost (Cantrip). *Ranged Spell Attack:* +6 to hit, range 120 ft., one creature. *Hit:* 9 (2d8) cold damage. Additionally, the target's speed is reduced by 10 feet until the start of the mage's next turn.

Launch (Recharge 4–6). The mage chooses one object weighing 1 to 5 pounds within 180 feet of it. The object magically flies in a straight line up to 1,000 feet in direction of the mage's choice before falling, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a DC 14 Dexterity saving throw. On a failed save, the object strikes the target and stops moving. When the object strikes something, the object and whatever it strikes both take 36 (8d8) bludgeoning damage.

Spellcasting. The mage casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 14; +6 to hit with spell attacks):

At will: *message, prestidigitation, ray of frost* (5th level, see above)
2/day each: *clairvoyance* (as an action), *dispel magic, enhance ability, fog cloud, gust of wind*
1/day each: *control water, Evard's black tentacles*



High Prince Ryger ir'Wynarn

Medium Humanoid (Human, Ranger), Lawful Neutral

Armor Class 18 (*+1 half-plate*)
Hit Points 97 (15d8 + 30)
Speed 30 ft.; swim 40 ft. (with Special Equipment)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	16 (+3)	14 (+2)	20 (+5)

Saving Throws Str +1, Dex +10, Con +3, Int +9, Wis +8, Cha +11
Skills Athletics +10, Insight +12, Persuasion +15, vehicle (water) +12
Senses passive Perception 12
Languages Common, Draconic, Dwarvish, Elvish, Riedran
Challenge 14 (5,900 XP) **Proficiency Bonus** +5

Legendary Resistance (2/Day). If Ryger fails a saving throw, he can choose to succeed instead.

Reactive. Ryger can take one reaction on every turn of combat.

Royal Inspiration. Whenever Ryger or a creature within 60 feet that can see, hear, and understand him makes an attack roll, ability check, saving throw, or damage roll, Ryger may roll 3d6 and add the result to the roll.

Sea Legs. Ryger has advantage on ability checks and saving throws to resist being knocked prone.

Special Equipment. Ryger wears *+1 half-plate*, a *ring of swimming*, and a *necklace of adaptation* that grants him advantage on saving throws against harmful gases and vapors (such as the *cloudkill* and *stinking cloud* spells).

Additionally, Ryger wields a *+1 shortsword* and a legendary *luck rapier*—rumored to have once been wielded by Lhazaar herself—which grants him a +1 bonus on attack and damage rolls made with it, as well as all saving throws (included above). When his *luck rapier* is on his person, Ryger can call on its luck to reroll one attack roll, ability check, or saving throw, though he must use the rerolled result and can't do so again until the next dawn. The rapier also has 1 charge remaining, allowing Ryger to spend the charge to cast *wish* once more. The rapier can never regain this charge once spent.

Actions

Multiattack. Ryger makes two attacks with his *luck rapier*. If he has his shortsword drawn, he can make an additional attack with it.

Luck Rapier. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

+1 Shortsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Spellcasting. Ryger casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 14):

2/day each: *charm person, darkvision, detect magic, fog cloud, jump, lesser restoration*
1/day each: *dispel magic, wind wall*

Bonus Actions

Dimension Step (2nd-Level Spell; 2/Day). Ryger and all equipment he is wearing or carrying teleports to an unoccupied space he can see within 30 feet of him.

Reactions

Parry. Ryger adds 5 to his AC against one melee attack that would hit him. To do so, Ryger must see the attacker and be wielding a rapier.

Legendary Actions

Ryger can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Ryger regains spent legendary actions at the start of his turn.

Attack. Ryger makes one attack with a weapon he has drawn.
Call of the Sea. Ryger uses Spellcasting.
Swashbuckling Flurry (Costs 2 Actions). Ryger moves up to 20 feet and takes the Multiattack action, making attacks at any point during this movement, which does not provoke opportunity attacks.



Prince Koulton Brightwind

Medium Humanoid (Half-Elf), Chaotic Neutral

Armor Class 16 (studded leather)
Hit Points 78 (12d8 + 24)
Speed 35 ft.; swim 40 ft. and fly 35 ft. (with Special Equipment)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+2)	11 (+0)	14 (+2)	19 (+4)

Saving Throws Dex +9, Con +7, Wis +7, Cha +9
Skills Acrobatics +14, Athletics +5, Intimidation +9, vehicles (air) +12
Damage Resistances cold, lightning, thunder
Senses darkvision 60 ft, passive Perception 12
Languages Common, Elvish
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Fey Ancestry. Koulton has advantage on saving throws against being charmed, and magic can't put him to sleep.

Legendary Resistance (2/Day). If Koulton fails a saving throw, he can choose to succeed instead.

Sea Legs. Koulton has advantage on ability checks and saving throws to resist being knocked prone.

Special Equipment. Koulton wears *winged boots*, a *ring of swimming*, and an extravagant *cloak of billowing.* He wields a *+2 rapier*, a *returning dagger* (an uncommon magic dagger that returns to his hand after thrown) and he is accompanied by a *dancing greatsword.* The dancing sword can attack any creature up to 30 feet away from Koulton when he directs it to attack, but it can only move up to 30 feet on any one turn.

Actions

Multiattack. Koulton makes two attacks with his *+2 rapier* or *returning dagger.* He may then either direct his *dancing greatsword* to attack, or use Storm Fist if it is available.

+2 Rapier. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage and 7 (2d6) lightning damage.

Returning Dagger. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage and 9 (2d8) thunder damage, and the impact can be heard up to 300 feet away.

Dancing Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Storm Fist (Recharge 5–6). Koulton sends a short magical burst of hurricane-force winds at one creature he can see within 60 feet. The target must make a DC 17 Strength saving throw. On a failure, the target takes 21 (6d6) bludgeoning damage and is pushed 15 feet away from Koulton, then falls prone. On a success, the target takes half damage and is not pushed or knocked prone.

Spellcasting. Koulton casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *fog cloud, gust* (*XGtE* or *Rising*), *gust of wind, levitate*
2/day each: *control winds* (*XGtE*), *sleet storm, wind wall*
1/day each: *lightning bolt, storm sphere* (*XGtE*)

Reactions

Warding Gale (1st-Level Spell; 3/Day). When Koulton is hit by an attack roll, he can force the attacker to reroll the attack roll with disadvantage. If he does, all attacks made against him have disadvantage until the start of his next turn.

Windfall (3/Day). When Koulton or a creature he can see falls, Koulton can choose up to five falling creatures he can see within 60 feet of him. The chosen creature's rate of descent slows to 60 feet until it lands

Legendary Actions

Koulton can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Ryger regains spent legendary actions at the start of his turn.

Windslicer. Koulton directs his *dancing greatsword* to fly up to 30 feet and make an attack at any point during the move.
Winds of Change. Koulton and up to four of his allies within 20 feet of him can immediately fly 30 feet. If the ally doesn't have a fly speed, it must end this movement on a solid surface or else fall. This movement does not provoke opportunity attacks.
Quickened Mark of Storm (Costs 2 Actions). Koulton uses his Spellcasting action.



Lorghali Stonesinger

Small Humanoid (Gnome), Any Alignment

Armor Class 14 (hide)
Hit Points 52 (8d6 + 24)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	11 (+0)	15 (+2)	18 (+4)

Saving Throws Dex +5, Wis +5, Cha +7
Skills Athletics +3, Performance +10, Persuasion +10
Senses darkvision 60 ft., passive Perception 12
Languages Common, Gnome, Primordial
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Gnome Cunning. The stonesinger has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Sea Legs. The stonesinger has advantage on ability checks and saving throws to resist being knocked prone.

Actions

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft. ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Spellcasting. The stonesinger casts one of the following spells, requiring no somatic or material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *control flames* (*XGtE*), *druidcraft, gust* (*XGtE* or *Rising*), *mold earth* (*XGtE*), *shape water* (*XGtE*), *thunderclap* (*XGtE*)
3/day each: *control winds* (*XGtE*), *skywrite* (*XGtE*), *wall of water* (*XGtE*), *warding wind* (*XGtE*)
2/day each: *earth tremor* (5th-level; *XGtE*), *tidal wave* (*XGtE*), *thunderwave* (3rd-level)
1/day: *summon elemental* (5th-level; *TCoE*)

Reactions

Elemental Refrain. When the stonesinger takes cold, fire, lightning, or thunder damage—or bludgeoning, piercing, or slashing from a nonmagical attack—it may make a Performance check as a reaction and reduce the damage it takes from the attack by an amount equal to the check's result. If the stonesinger is deafened, it cannot use this reaction.

Storm Elemental

Large Elemental, Typically Chaotic Neutral

Armor Class 15
Hit Points 90 (12d10 + 24)
Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (–2)	10 (+0)	6 (–2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning, poison, thunder
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Auran
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Shocking Slam. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) thunder damage plus 9 (2d8) lightning damage and the target can't take reactions until the start of its next turn.

Storm Bolt (Recharge 6). A stroke of lightning forming a line 120 feet long and 5 feet wide blasts out from the elemental in a direction it chooses, accompanied by a clap of clangorous thunder in a 30-foot radius sphere centered on the elemental. Each creature in the line or sphere must make a DC 16 Constitution saving throw. A creature in the line takes 10 (3d6) lightning damage, and a creature in the sphere takes 10 (3d6) thunder damage on a failed save, or half as much damage on a successful one. A creature in both the sphere and the line makes one save, but takes damage from both areas. The lightning ignites flammable objects in the area that aren't being worn or carried. The thunder is audible up to 1 mile away.



Lorghalan Cannonball

Small Elemental, Neutral

Armor Class 15 (natural armor)
Hit Points 26 (4d6 + 12)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (–1)	16 (+3)	5 (–3)	10 (+0)	5 (–3)

Damage Vulnerabilities thunder
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages Terran
Challenge 1 (200 XP) **Proficiency Bonus** +2

Earth Glide. The cannonball can burrow through nonmagical unworked earth and stone. While doing so, the cannonball doesn't disturb the material it moves through.

False Appearance. While the cannonball remains motionless, it's indistinguishable from a stone boulder.

Siege Monster. The cannonball deals double damage to objects and structures.

Fire! If the cannonball moves at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Reactions

Ready, Aim ... When an outside force (like another creature or a siege weapon) moves the cannonball at least 20 feet in a straight line, the cannonball makes a Slam attack against a creature, object, or structure within its reach.



RACIAL EMULATION

Prerequisite: Changeling

You have spent an extensive amount of time assuming the form of one particular race of people. Deep down, you may even consider yourself one of them. Pick one common or uncommon race native to Eberron, other than warforged, and gain the following benefits associated with it:

DWARF

- Your Constitution score increases by 1, to a maximum of 20.
- You learn to read, write, and speak Dwarvish. If you already know this language, you can learn another one of your choice.
- When you use your Change Appearance trait to transform into a dwarf, you have advantage on saving throws against poison, and you have resistance against poison damage.

ELF

- Your Dexterity score increases by 1, to a maximum of 20.
- You learn to read, write, and speak Elvish. If you already know this language, you can learn another one of your choice.
- When you use your Change Appearance trait to transform into an elf, you have advantage on saving throws against being charmed, and magic can't put you to sleep.

  Additionally, while in the form of an elf, you don't sleep. Instead, you meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

GNOME, GOBLIN, HALFLING, OR KOBOLD

- Your Dexterity score increases by 1, to a maximum of 20.
- You learn to read, write, and speak one of the following languages: Gnomish, Goblin, Halfling, or Draconic. If you already know all of these languages, you can learn another language of your choice.
- You may use your Change Appearance trait to transform into a Small sized humanoid.

HALF-ELF

- Your Dexterity or Charisma score increases by 1, to a maximum of 20.
- You learn how to speak, read, and write any one language of your choice.
- When you use your Change Appearance trait to transform into a half-elf, you have advantage on saving throws against being charmed, and magic can't put you to sleep.

HALF-ORC

- Your Strength score increases by 1, to a maximum of 20.
- You learn to read, write, and speak Orc. If you already know this language, you can learn another one of your choice.
- While you are transformed into a half-orc by your Change Appearance trait and you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a short or long rest in the form of a half-orc.

HUMAN

- Any ability score of your choice increases by 1, to a maximum of 20.
- You learn to read, write, and speak a language of your choice.
- When you use your Change Appearance trait to transform into a human, you can automatically gain advantage on any d20 roll once. You regain the use of this ability after you finish a long rest in the form of a human.

SHIFTER

- Your Dexterity score increases by 1, to a maximum of 20.
- You learn to read, write, and speak one language of your choice from the following list: Dwarvish, Elvish, Halfling, Goblin, Orc. If you already know all of these languages, you can learn another language of your choice.
- When you use your Change Appearance trait to transform into a shifter that isn't currently shifting, you gain the ability to mimic the shifting trait of shifters. As a bonus action, you may use your Change Appearance trait to transform from the shape of a shifter who is not shifting into the shape of the same shifter who is shifting. When you do so, you gain temporary hit points equal to your level + your Constitution bonus (minimum 1). You do not gain any other ability associated with the shifter aspect you are mimicking, such as enhanced unarmed strikes or alternate modes of movement. Once you use your Change Appearance trait as a bonus action in this special way, you may not do so again until you finish a short or long rest in the form of a shifter that isn't shifting.

BUGBEAR

- Your Strength score increases by 1, to a maximum of 20.
- You learn to read, write, and speak Goblin. If you already know this language, you can learn another one of your choice.
- You gain proficiency with one of the following weapons: flail, mighty flail, dire flail, or spiked chain.
- When you use your Change Appearance trait to transform into a bugbear, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

DRAGONBORN

- Your Strength or Charisma score increases by 1, to a maximum of 20.
- You learn to read, write, and speak Draconic. If you already know this language, you can learn another one of your choice.
- When you use your Change Appearance trait to transform into a dragonborn, you gain resistance to acid, cold, fire, lightning, or poison damage (your choice of one).

DROW

- Your Dexterity score increases by 1, to a maximum of 20.
- You learn to read, write, and speak one language of your choice from the following list: Daelkyr, Elvish, Giant, Primordial (Ignan), Undercommon. If you already know all of these languages, you can learn another language of your choice.
- When you use your Change Appearance trait to transform into a drow, you can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

ENEKO

- Your Constitution score increases by 1, to a maximum of 20.
- You learn to read, write, and speak Giant. If you already know this language, you can learn another one of your choice.
- When you use your Change Appearance trait to transform into an eneko and you make saving throws to resist environmental effects due to weather or climate, you are considered proficient in the saving throw and add double your proficiency bonus to the saving throw, instead of your normal proficiency bonus.

  Additionally, while in the form of an eneko, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

GNOLL

- Your Dexterity score increases by 1, to a maximum of 20.
- You learn to read, write, and speak Gnoll. If you already know this language, you can learn another one of your choice.
- When you use your Change Appearance trait to transform into a gnoll, you have advantage on Wisdom (Perception) and Intelligence (Investigation) checks that rely on smell.

GOLIATH

- Your Strength score increases by 1, to a maximum of 20.
- You learn to read, write, and speak Giant or Goblin. If you already know both of these languages, you can learn another one of your choice.
- When you use your Change Appearance trait to transform into a goliath, you are acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

  Additionally, while in the form of a goliath, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift. Finally, you are always considered to have a running start when jumping while in the form of a goliath.

HOBGOBLIN

- Your Constitution score increases by 1, to a maximum of 20.
- You learn to read, write, and speak Goblin. If you already know this language, you can learn another one of your choice.
- You gain proficiency with one of the following weapons: flail, mighty flail, dire flail, or spiked chain.
- When you use your Change Appearance trait to transform into a hobgoblin and you make a Charisma check to interact with a goblinoid, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

MINOTAUR

- Your Constitution, Intelligence, or Wisdom score increases by 1, to a maximum of 20.
- You learn to read, write, and speak Goblin. If you already know this language, you can learn another one of your choice.
- You gain proficiency in Intimidation.
- When you use your Change Appearance trait to transform into a minotaur, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

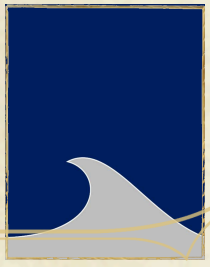
ORC

- Your Strength or Constitution score increases by 1, to a maximum of 20.
- You learn to read, write, and speak Orc. If you already know this language, you can learn another one of your choice.
- When you use your Change Appearance trait to transform into an orc, you may roll a d4 and add it to the result of any attack roll, saving throw, or ability check that hasn't already benefited from a Bardic Inspiration die. You can wait until after you roll the d20 before deciding to roll this d4, but you must decide before the DM says whether the roll succeeds or fails. You may roll this d4 once, and you regain the ability to do so after you finish a short or long rest in the form of an orc.

  Additionally, while in the form of an orc, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

SAHUAGIN

- Your Strength or Wisdom score increases by 1, to a maximum of 20.
- You learn to read, write, and speak Sahuagin. If you already know this language, you can learn another one of your choice.
- When you use your Change Appearance trait to transform into a sahuagin, you gain a swimming speed of 40 feet and you can breathe both air and water. However, you need to be submerged at least once every 4 hours to avoid suffocating. If it has been at least 2 hours since you have been submerged, your skin is too dry and brittle to easily transform and you cannot use your Change Appearance trait.





Q'BARRA

Situated on the very southeastern tip of Khorvaire, Q'barra is dominated by a vast, sweltering jungle. Despite the region's existence on the fringes of modern civilization, it has a history as deep and complex as many kingdoms of old.

The Failed Vigil. During the Age of Monsters, the great black dragon Rhashaak took a legion of dragonborn with him from Argonnessen to the jungles of Q'barra, to stand vigil over a great evil's prison. For a thousand years, Rhashaak and his guardians manned their post and guarded the world against the great enemy bound beneath the realm.

But after generation upon generation, the dragonborn grew restless, waiting for a battle that never came. They abandoned their post to expand their flourishing nation westward, at last finding a worthy foe to wage glorious war against: the Dhakaani Empire. But these wars against the goblins distracted the dragonborn from their true purpose, and the evil beneath Q'barra found purchase in the mind of Rhashaak. Thus, the Poison Dusk was born.

Comprised of dragonborn, lizardfolk, and other reptilian and draconic creatures that fell under Rhashaak's corrupted influence, the Poison Dusk was an enormous cult that nearly wiped out all the dragonborn on Khorvaire as their empire collapsed in on itself in a bloody civil war. In truth, the dragonborn tribes of modern Q'barra are not sure how their ancestors survived, and what stopped the Poison Dusk from completing their genocide.

GALIFARAN SETTLERS

Khorvairian settlers came to Q'barra in two waves, first the New Galifarans early in the Last War, and then the frontier-folk of Hope who came to the region more recently in a "shard rush", answering House Tharashk's skyrocketing demand for the unique dragonshards of Q'barra.

New Galifar was founded by people looking to escape the civil war that was shattering the shining kingdom of old, and to create a place where the ideals of the Kingdom of Galifar would live on. The settlements of New Galifar are mostly focused near the Adder River, with Adderport and Newthrone being the largest and most foundational cities in the fledgling nation.

In comparison to the older, more established cities and towns of New Galifar, the frontier settlements of Hope are more rough-and-tumble, populated with hardy, opportunistic folk seeking to profit off House Tharashk's dragonshard mines and prospecting expeditions.

Q'Barra

Mishva Garodya

Medium Humanoid (Dragonborn), Neutral

Armor Class 18 (plate)
Hit Points 153 (18d8 + 72)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Str +10, Dex +8, Con +9, Cha +9
Skills Athletics +10, Intimidation +9, Perception +6, Persuasion +9
Damage Resistances lightning
Condition Immunities charmed, frightened
Senses passive Perception 16
Languages Common, Draconic
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Legendary Resistance (2/Day). If Mishva fails a saving throw, she can choose to succeed instead.

Survivor. At the start of each of Mishva's turns, she regains 10 hit points if she has at least 1 hit point but less than half of her hit points left.

Special Equipment. Mishva wields the *Wyrmheart Blade*, a draconic artifact that can only be attuned to by a dragonborn and provides several benefits (see sidebar), all of which are included in her statistics.

Actions

Multiattack. Mishva makes two weapon attacks.

Wyrmheart Blade. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Shortbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

Breath Weapon (Recharge 5–6). Mishva exhales a line of lightning 10 feet wide and 120 feet long. Any creature in the line must make a DC 17 Dexterity saving throw, taking 35 (10d6) lightning damage on a failed saving throw, or half as much damage on a successful one.

Reactions

Draconic Endurance. When Mishva takes damage from an attack she can see, she braces herself and gains resistance to the attack's damage.

Legendary Actions

Mishva can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Mishva regains spent legendary actions at the start of her turn.

Weapon Attack. Mishva makes a weapon attack.
Command Ally. Mishva targets one ally she can see within 30 feet of her. If the target can see and hear Mishva, the target can make one weapon attack as a reaction and gains advantage on the attack roll.
Frighten Foe (Costs 2 Actions). Mishva targets one enemy she can see within 30 feet of her. If the target can see and hear Mishva, the target must succeed on a DC 17 Wisdom saving throw or be frightened of her until the end of her next turn.

Wyrmheart Blade

Weapon (greatsword), artifact (requires attunement by a dragonborn)

This massive blade is seemingly formed from a huge horn or talon.

Magic Weapon. The Wyrmheart Blade is a magic weapon that grants a +3 bonus to attack and damage rolls made with it.

Random Properties. The *wyrmheart blade* bestows 2 minor beneficial properties (see the *Dungeon Master's Guide*).

Wings of the Dragon. While you are attuned to this weapon, you grow a pair of draconic wings that grant you a flying speed of 60 feet. Any armor you wear is magically altered to accommodate these wings.

Breath of the Dragon. While you wield this weapon, you gain several benefits to your dragonborn breath weapon:

- You may use your breath weapon as a bonus action.
- Double the amount of dice you roll for your breath weapon's damage.
- If your breath weapon is a line, it increases in size to a line 10 feet wide and 120 feet long.
- If your breath weapon is a cone, it increases in size to a 60-foot cone.
- If you start your turn with your breath weapon expended, roll a d6. On a result of 5 or 6, your breath weapon recharges and you may use it again.



Dragonborn Warrior

Medium Humanoid (Dragonborn), Any Alignment

Armor Class 16 (scale mail)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	10 (+0)	14 (+2)

Saving Throws Str +7, Con +6, Cha +5
Skills Athletics +7, Perception +3
Damage Resistances fire
Senses passive Perception 13
Languages Common, Draconic
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Actions

Multiattack. The dragonborn makes three melee weapon attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Tratnyr. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Breath Weapon (Recharge after a Short or Long Rest). The dragonborn exhales a 15-foot cone of flame. Any creature in the area must make a DC 14 Dexterity saving throw, taking 14 (4d6) fire damage on a failed saving throw, or half as much damage on a successful one.

Reactions

Draconic Endurance. When the dragonborn takes damage from an attack it can see, it braces itself and gains resistance to the attack's damage.



Spinosaurus (Spineback Titan)

Gargantuan Beast, Unaligned

Armor Class 13 (natural armor)
Hit Points 155 (10d20 + 50)
Speed 50 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	11 (+0)	20 (+5)	2 (–4)	12 (+1)	9 (–1)

Skills Perception +5
Senses passive Perception 15
Languages —
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Hold Breath. The spineback can hold its breath for 1 hour.

Actions

Multiattack. The spineback makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 47 (6d12 + 8) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the spineback can't bite another target.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 30 (4d10 + 8) slashing damage.

Swallow. The spineback makes one bite attack against a Large or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the spineback, and it takes 21 (6d6) acid damage at the start of each of the spineback's turns. A spineback can have only one creature swallowed at a time.

If the spineback takes 30 damage or more on a single turn from the swallowed creature, the spineback must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the spineback. If the spineback dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.





VALENAR

On the surface, one may wonder why the Wayfinder Foundation has assigned Valenar the cautious warning of an Amber frontier. The towns and villages of Valenar are largely the same human settlements they have been since the region was ostensibly ruled by the Cyran crown—before mercenary elves betrayed their contracts and seized the land during the Last War. Indeed, ever since the elven warriors took control, banditry and monster attacks have been at an all-time low. High King Shaeras Vadallia, leader of these elves, even gained legitimacy for his claim on the land by signing the Treaty of Thronehold, founding the nation of Valenar.

Everything would appear to be ripe for the Emerald-region endorsement, if not for the Valenar themselves. The Wayfinders place the cautionary Amber designation for the region due to the foreign ways of the nation's prideful, warmongering rulers. Valenar elves are willing to provoke a violent conflict if only to test their might, whether that be personal duels with foreigners or military skirmishes striking at Talenta halflings and even southern Karrnath. Wayfinder advisories urge travelers in Valenar to bear no visible weapons and hide any magical skill or accoutrements, lest a patrolling warband of Valenar elves think such travelers a suitable challenge.

The fact of the matter is that the Valenar elves are not a whole culture. They are only one arm of the military of the Tairnadal—a nation of elves who originate on Aerenal. No "Valenar elf children" exist on Khorvaire, as only fully trained adult soldiers make the journey from Aerenal to join the warbands of Valenar. Conversely, newborns are sent to Aerenal to be raised in safety away from the front lines, for the elves see Valenar as nothing more than a beachhead to launch further conflicts from.

Due to the general Valenar disinterest in actually ruling a functioning nation, House Lyrandar has seized the opportunity to step in and "administrate" on the High King's behalf. Due to this, Valenar is swiftly drawing in khoravar immigrants, despite the Wayfinder Foundation's warnings. For they see an opportunity to create a true "khoravar homeland" in the near future.

PEOPLE OF VALENAR

While any discussion of Valenar must begin with elves, humans and khoravar also contribute to the region's diversity of cultures.

VALENAR ELVES

As a mobile military, every Valenar elf has a role to play in combat—and the elite skills of a lifetime of training to aid them.

The Valenar Warrior, Revenant, and Keeper of the Past are reprinted and revised from *Xen'drik Advisory.* The Tairnadal elves divide themselves into three major tribes, and the Silaes Tairn tribe send small warbands into Xen'drik to test their mettle against the descendants of the giants and the treacherous drow. However, the Valaes Tairn are by far the largest of the Tairnadal tribes, they comprise the large numbers of warbands that send warriors, revenants, war priests, and more to the nation of Valenar.

Valenar

High King Shaeras Vadallia

Medium Humanoid (Bard, Elf), Neutral

Armor Class 20 (*ethereal half-plate*)
Hit Points 120 (16d8 + 48)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	16 (+3)	13 (+1)	15 (+2)	20 (+5)

Saving Throws Dex +10, Con +8, Wis +7, Cha +10
Skills Acrobatics +10, History +6, Intimidation +15, Perception +7
Senses darkvision 60 ft., passive Perception 17
Languages Common, Draconic, Elvish, Giant, Goblin, Halfling
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Fey Ancestry. Vadallia has advantage on saving throws against being charmed, and magic can't put him to sleep.

Legendary Resistance (3/Day). If Vadallia fails a saving throw, he can choose to succeed instead.

Skirmish. When Vadallia makes an attack, he deals 14 (4d6) extra damage if he moved at least 10 feet since his last attack or since the start of his first turn in a combat. Whether he hits or misses, Vadallia does not provoke opportunity attacks for moving out of reach of creatures he has made an attack against in the same turn.

Special Equipment. Vadallia wears a legendary suit of *ethereal half-plate* which is magically weightless, allows him to apply his entire Dexterity bonus to his armor class, and does not hinder his Dexterity (Stealth) checks. He also wields a *double scimitar of speed.*

Actions

Multiattack. Vadallia makes four attacks with his *double scimitar of speed* or three attacks with his longbow.

Double Scimitar of Speed. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage.

Longbow. *Ranged Weapon Attack:* +10 to hit, range 80/320 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage. Vadallia fires adamantine or silver ammunition.

Spellcasting. Vadallia casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 18):

At will: *bane, message, prestidigitation*
2/day each: *comprehend languages, cure wounds, detect thoughts, heroism*

Bonus Actions

Valorous Inspiration. Vadallia can grant one creature within 60 feet of him that can hear him (except himself) the ability to roll 1d12 when it makes an attack roll, ability check, saving throw, or damage roll before the end of its next turn, and add the result to the roll. Once the d12 is rolled, it can't be used on another roll.

Legendary Actions

Vadallia can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Vadallia regains spent legendary actions at the start of his turn.

Attack. Vadallia makes one weapon attack.
Cast a Spell (Costs 2 Actions). Vadallia uses Spellcasting.
Steel Wind (Costs 3 Actions). Vadallia moves up to twice his speed without provoking opportunity attacks, then makes one attack with his *double scimitar of speed* against each creature he moves past.



Valenar Warrior

Medium Humanoid (Elf, Ranger), Any Alignment

Armor Class 16 (studded leather)
Hit Points 97 (13d8 + 39)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	16 (+3)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +4, Dex +7, Wis +5
Skills Intimidation +4, Perception +5, Survival +8
Senses darkvision 60 ft., passive Perception 15
Languages Common, Elvish
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Born in the Saddle. Mounting or dismounting a mount costs the warrior only 10 feet of movement. The warrior never falls off a mount if the mount is moved against its will, and the warrior cannot be knocked prone while mounted. If the warrior's mount is knocked prone, the warrior can dismount it and land on its feet without using its reaction.

Additionally, when an attack targets the warrior's mount, the warrior can force the attack to target itself instead.

Fey Ancestry. The warrior has advantage on saving throws against being charmed, and magic can't put it to sleep.

Actions

Multiattack. The warrior makes two weapon attacks. If it has both of its scimitars drawn, it may make three scimitar attacks instead.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Spellcasting (3/Day). The warrior casts *pass without trace*, using Wisdom as the spellcasting ability.

Bonus Actions

Mark Quarry (1st-Level Spell; 3/Day). The warrior targets one creature within 60 feet of it that it can see and magically marks it as its quarry. For the next hour, or until the warrior marks another creature, its weapon attacks deal an extra 3 (1d6) damage to the target and it has advantage on Wisdom checks made to locate or track the target.

Reactions

Uncanny Dodge. The warrior halves the damage that it takes from an attack that hits it. The warrior must be able to see the attacker.



Valenar Revenant Blade

Medium Humanoid (Elf), Any Alignment

Armor Class 17 (studded leather)
Hit Points 120 (16d8 + 48)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	16 (+3)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +6, Dex +9, Con +7, Wis +6
Skills Athletics +6, Intimidation +9, Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages Common, Elvish
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Born in the Saddle. Mounting or dismounting a creature costs the revenant only 10 feet of movement. The revenant never falls off a mount if the mount is moved against its will, and the revenant cannot be knocked prone while mounted. If the revenant's mount is knocked prone, the revenant can dismount it and land on its feet without using its reaction.

Additionally, when an attack targets the revenant's mount, the revenant can force the attack to target itself instead.

Fey Ancestry. The revenant has advantage on saving throws against being charmed, and magic can't put it to sleep.

Indomitable (2/Day). The revenant rerolls a failed saving throw.

Skirmish. When the revenant makes an attack, it deals 10 (3d6) extra damage if it moved at least 10 feet since its last attack or since the start of its first turn in a combat. Whether the revenant hits or misses, it does not provoke opportunity attacks for moving out of the reach of creatures it has made an attack against in the same turn.

Actions

Multiattack. The revenant makes three attacks with its double scimitar or two attacks with its shortbow.

Double Scimitar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Shortbow. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Bonus Actions

Second Wind (Recharges after a Short or Long Rest). The revenant regains 20 hit points.

Reactions

Parry. The revenant adds 3 to its AC against one melee attack that would hit it. To do so, the revenant must see the attacker and be wielding its double scimitar.



Valenar Keeper of the Past

Medium Humanoid (Cleric, Elf), Any Alignment

Armor Class 18 (studded leather)
Hit Points 117 (18d8 + 36)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	18 (+4)	14 (+2)	11 (+0)	20 (+5)	14 (+2)

Saving Throws Dex +8, Con +6, Wis +9
Skills Intimidation +6, Perception +9, Religion +8
Senses darkvision 60 ft., passive Perception 19
Languages Common, Elvish, Giant
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Born in the Saddle. Mounting or dismounting a creature costs the keeper only 10 feet of movement. The keeper never falls off a mount if the mount is moved against its will, and the keeper cannot be knocked prone while mounted. If the keeper's mount is knocked prone, the keeper can dismount it and land on its feet without using its reaction.

Additionally, when an attack targets the keeper's mount, the keeper can force the attack to target itself instead.

Faith's Shield. The keeper's AC includes a magical +2 bonus.

Fey Ancestry. The keeper has advantage on saving throws against being charmed, and magic can't put it to sleep.

Actions

Multiattack. The keeper uses Spellcasting and makes two melee attacks.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Spellcasting. The keeper casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 17):

At will: *guidance, light, resistance, spare the dying*
3/day each: *bless, cure wounds, flame strike, lesser restoration, silence*
2/day each: *banishment, beacon of hope, dispel magic, freedom of movement*
1/day each: *mass cure wounds, hold monster*

Bonus Actions

Spectral Weapon. A ghostly weapon briefly manifests in a space next to a creature within 30 feet of the keeper. The weapon makes the following attack against the creature, then disappears: *Melee Spell Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 18 (3d8 + 5) force damage.

Reactions

Guided Strike (Recharges after a Short or Long Rest). The keeper grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The keeper can make this choice after the roll is made but before it is determined to be a hit or miss.

Valenar Siyal Marrain

Medium Humanoid (Druid, Elf), Any Alignment

Armor Class 15 (leather armor)
Hit Points 75 (10d8 + 30)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	14 (+2)	20 (+5)	11 (+0)

Saving Throws Con +5, Int +4, Wis +7
Skills Animal Handling +9, Intimidation +2, Nature +6, Perception +7
Senses darkvision 60 ft., passive Perception 17
Languages Common, Druidic, Elvish
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Beast Whisperer. When the Siyal Marrain casts a spell that targets beasts, it may target any creature as long as its true form is predominantly similar to a natural animal, regardless of the target's creature type (such as unicorns, some familiars, and Valenar animals).

Born in the Saddle. Mounting or dismounting a creature costs the Siyal Marrain only 10 feet of movement. The Siyal Marrain never falls off a mount if the mount is moved against its will, and the Siyal Marrain cannot be knocked prone while mounted. If the Siyal Marrain's mount is knocked prone, the Siyal Marrain can dismount it and land on its feet without using its reaction.

Additionally, when an attack targets the Siyal Marrain's mount, the Siyal Marrain can force the attack to target itself instead.

Fey Ancestry. The Siyal Marrain has advantage on saving throws against being charmed, and magic can't put it to sleep.

Mounted Archery. The Siyal Marrain has advantage on ranged weapon attack rolls until the end of its turn if it is mounted and its mount moves at least 20 feet during that turn.

Actions

Multiattack. The Siyal Marrain makes three attacks with its longbow.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Thorn Whip (Cantrip). *Melee Spell Attack:* +7 to hit, reach 30 ft., one creature. *Hit:* 7 (2d6) piercing damage. If the target is Large or smaller, the Siyal Marrain pulls the creature up to 10 feet closer to it.

Spellcasting. The Siyal Marrain casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *druidcraft, guidance, thorn whip* (5th level; see above)
1/day each: *animal friendship, animal messenger, beast sense, entangle, speak with animals, spike growth*
2/day each: *conjure animals, phantom steed* (as an action), *plant growth*
1/day each: *dominate beast, find greater steed* (*XGtE*; as an action)





Jhaer Varedi

Medium Humanoid (Elf), Lawful Neutral

Armor Class 19 (*+2 mithral half-plate*)
Hit Points 110 (20d8 + 20)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	20 (+5)	16 (+3)	12 (+1)

Skills Arcana +11, Perception +6, leatherworker's tools +11, smith's tools +11
Senses darkvision 60 ft., passive Perception 16
Languages Common, Elvish
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Craft Magical Arms and Armor. Jhaer can spend at least 1 month performing a special ritual to create a magical weapon or suit of armor. He must work for at least 8 hours every day during the ritual, or else the ritual results in the creation of a nonmagical item. Jhaer can create common, uncommon, rare, and very rare magical weapons and armor, with common items requiring 1 month to create, and each step of rarity above that requiring an additional month (2 months for uncommon, 3 for rare, and 4 for very rare).

Jhaer must provide Eberron dragonshards or raw materials of equivalent magical potency to perform this ritual, worth an amount of gold equal to 2 raised to a power equal to the number of months the ritual lasts, multiplied by 2000. (For example, in order to create a rare *flame tongue* sword, Jhaer must perform the ritual for 8 hours every day for 3 months, and expend components or dragonshards worth 16,000 gold pieces).

Once the ritual is completed, the dragonshards or raw materials are consumed, and the weapon is permanently magical.

Fey Ancestry. Jhaer has advantage on saving throws against being charmed, and magic can't put him to sleep.

Legendary Resistance (2/Day). If Jhaer fails a saving throw, he can choose to succeed instead.

Magewright's Rituals. Jhaer can cast certain spells as rituals, using Intelligence as the spellcasting ability (spell save DC 16). To cast his rituals, Jhaer must provide additional material components whose value in gold pieces is 20 times the spell's level. These components are consumed when the ritual is finished. Jhaer knows the following rituals:

Rituals: *continual flame, creation, detect magic, fabricate, identify, legend lore, remove curse, stone shape, unseen servant*

Special Equipment. If forced to defend himself, Jhaer wears *+2 mithral half-plate* and wields a *scimitar of sharpness*, both items he's crafted for his own personal use.

Actions

Multiattack. Jhaer makes two attacks with his *scimitar of sharpness.*

Scimitar of Sharpness. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage. If the target is an object, it deals maximum damage. If the target is a creature and the attack roll was a natural 20, the target takes an extra 14 slashing damage. Then Jhaer rolls another d20. If he rolls a 20, he lops off one of the target's limbs, with the effect of such loss determined by the DM. If the target has no limb to sever, Jhaer lops off a portion of its body instead.

Spellcasting. Jhaer casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 16):

At will: *create bonfire* (*XGtE*), *mage hand, mending* (as an action)



VALENAR BLADE MASTER

Replaces Revenant Blade in *Eberron: Rising from the Last War*

Prerequisites: proficient with double scimitars
The Valenar elves have spent millennia perfecting their technique with scimitars and double scimitars, in emulation of their heroic ancestors. You have spent countless hours studying with these weapons. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You may use your Dexterity modifier instead of your Strength modifier for attack and damage rolls you make with a double scimitar.
- When you use a scimitar or double scimitar, its damage die changes from a d6 to a d8.
- If you do not already add your ability modifier to the damage of the attack you make as a bonus action when engaging in two-weapon fighting, you may now do so when wielding a double scimitar or engaging in two-weapon fighting with a pair of scimitars.

Variant: Ancestral Traits

Each Valenar animal can be customized with an ancestral gift, a supernatural trait granted by its ancestral spirit. Choose a trait or roll on the Ancestral Traits table for each Valenar animal.

Ancestral Traits

d8	Trait
1	***Bestow Luck (1/Day).*** As a bonus action, the animal chooses one creature it can see within 30 feet of it. The next ability check, attack roll, or saving throw the target makes in the next hour has advantage.
2	***Burst of Speed (Recharge 6).*** The animal can take the Dash action as a bonus action.
3	***Camouflage.*** The animal has advantage on Dexterity (Stealth) checks it makes while outdoors.
4	***Lie Detector.*** The animal knows when a creature within 15 feet of it tells a lie.
5	***Fey Ancestry.*** The animal has advantage on saving throws against being charmed or frightened, and magic can't put it to sleep.
6	***Fey Step (1/Day).*** The animal, along with anything it is wearing or carrying, teleports up to 30 feet to an unoccupied space it can see.
7	***Quickness (Recharge 6).*** The animal can take the Dodge action as a bonus action.
8	***Shrouded Step.*** The animal can't be tracked except by magical means, and it leaves behind no tracks or other traces of its passage.

Valenar Steed

Large fey, neutral

Armor Class 13
Hit Points 22 (3d10 + 6)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

Skills Perception +4
Senses passive Perception 14
Languages understands Common, Elvish, and Sylvan but can't speak
Challenge 1/2 (100 XP)

Bonding. The steed can magically bond with one creature it can see, immediately after spending at least 1 hour observing that creature while within 30 feet of it. The bond lasts until the steed bonds with a different creature or until the bonded creature dies. While bonded, the steed and the bonded creature can communicate telepathically with each other at a distance of up to 100 feet.

Actions

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.



Paladin: Oath of Veneration

At 3rd level, a paladin gains the Sacred Oath feature, which offers the choice of a subclass. This section presents a new oath option, which can be played by a Tairnadal character or by anyone who channels a revered ancestor.

Paladins who are called to follow in the footsteps of a great hero take the Oath of Veneration. The Tairnadal are the most common culture in Eberron to keep these ideals, taking up arms in hopes of emulating the patron ancestor assigned to them by the Keepers of the Past. However, this path isn't limited to the elves. A goblinoid warrior might choose to emulate ancient Dhakaani heroes, or a human of the Five Nations might consider themself the inheritor of Karrn the Conqueror's will.

Tenets of Veneration

The tenets of the Oath of Veneration challenge a paladin to uphold the legend of a treasured ancestor.

Respect the Past. The deeds and legends of our ancient ancestors are our greatest treasure.

Emulate Your Patron. Keep your patron ancestor's stories alive by reliving their victories.

Fight for Your Future. Resist the tyranny your ancestors devoted their lives to defeating.

Oath Spells

3rd-Level Oath of Veneration Feature

When you take this oath, choose the following class that best represents your venerated ancestor: artificer, bard, cleric, druid, ranger, sorcerer, warlock, wizard. When you gain this feature, choose one 1st-level spell from your ancestor's class spell list. That spell is an oath spell for you. When you reach certain levels in this class—5th level, 9th level, 13th level, and 17th level—you gain another oath spell of your choice from your ancestor's class spell list. When you gain a paladin level, you can choose one of these spells and replace it with another spell from your ancestor's class spell list. See the Sacred Oath class feature for how oath spells work.

Additionally, you add the *enhance ability*, *find steed*, and *find greater steed* spells to your oath spells.

Channel Divinity

3rd-Level Oath of Veneration Feature

You gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Ancestral Recall. As a bonus action, you can use your Channel Divinity to call to mind a great deed of your ancestor. Choose one skill and choose one tool or language that your ancestor was skilled in during their life. For the next 10 minutes, you are proficient in any chosen skill or tool, and your proficiency bonus is doubled for each ability check you make using a chosen proficiency. If you choose a language, you can speak, read, and write that language for the duration.

Ancestral Companion. You call on the spirit of one of your ancestor's most treasured allies, manifesting the spirit as a loyal mount or imbuing an ally with its favor. You cast either *enhance ability* or *find steed* as an action without expending a spell slot. When you reach 15th level in this class, you add *find greater steed* to the list of spells you can cast in this manner.

Aura of the Paragon

7th-Level Oath of Veneration Feature

You emanate an aura that evokes the storied history of your patron ancestor, filling you and your companions with hope and drive. When you use your Divine Smite, friendly creatures within 10 feet of you can use their reaction to gain your ancestor's favor until the end of their next turn. Creatures with your ancestor's favor deal an extra 1d4 radiant damage the next time they hit with an attack.

When you reach 18th level in this class, the range of this aura increases to 30 feet.

Exemplar Companion

15th-Level Oath of Veneration Feature

While a creature is affected by your *enhance ability* spell, or while you control a creature that you summoned, animated, or created with magic, that creature becomes an exemplar companion. Your Aura of the Paragon extends to the area around each exemplar companion as if you were in that creature's space.

Additionally, when an exemplar companion gains your ancestor's favor, the extra damage it deals increases by 1d4 for each spell level higher than 1st that you expended with your Divine Smite.

Perfect Avatar

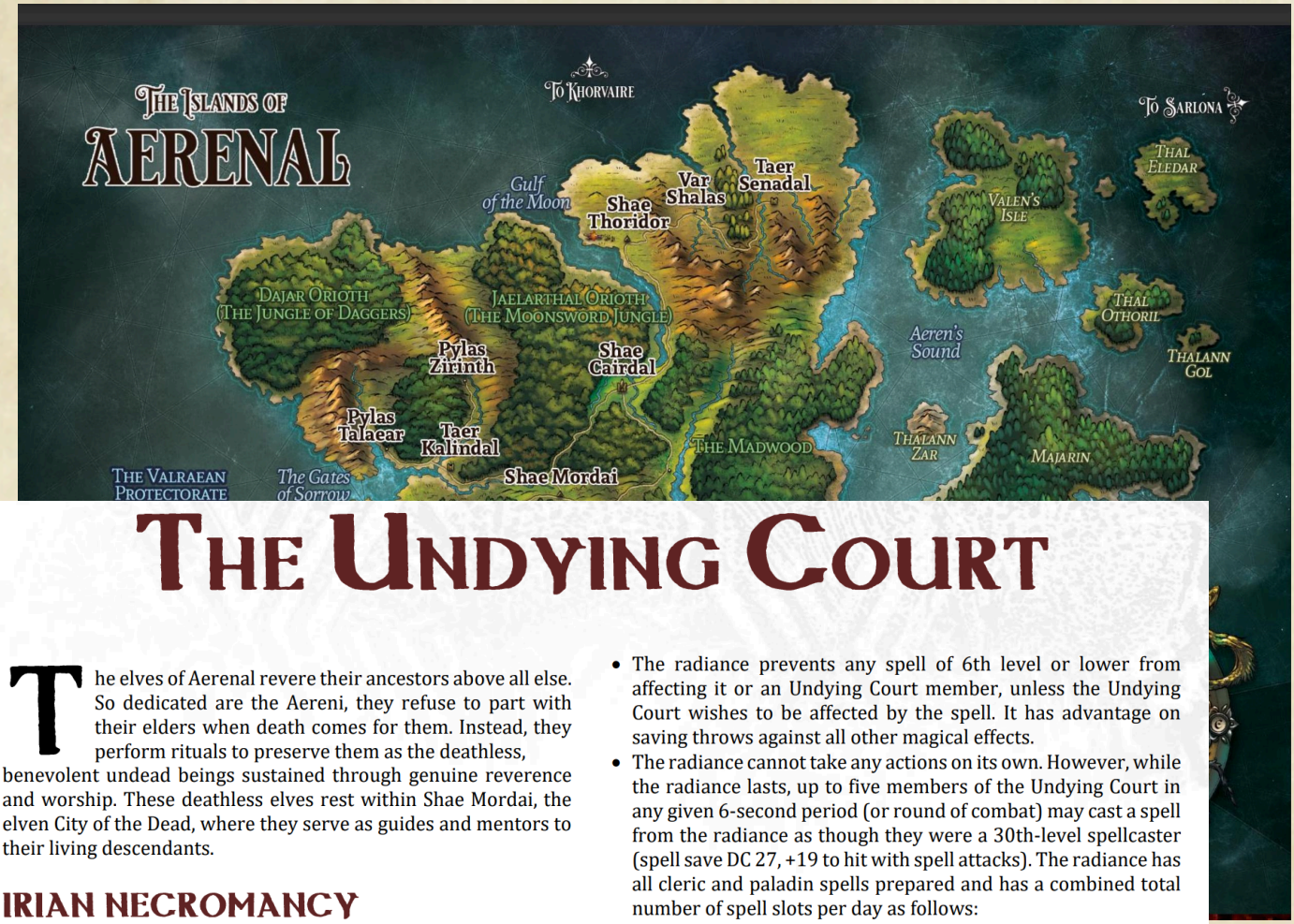
20th-Level Oath of Veneration Feature

As a bonus action, you reach your spiritual apotheosis and embody your patron ancestor's spirit completely. You and your Exemplar Companion creatures gain the following benefits for 1 minute:

- You have advantage on all ability checks.
- When you take the Attack action on your turn, you can do one of the following as part of that action: take the Dash, Help, or Use an Object action, or attempt to shove a creature, grapple a creature, or escape a grapple.
- When you regain hit points, treat any dice rolled to determine the hit points you regain as having rolled their maximum value for you.

Once you use this feature, you can't do so again until you finish a long rest, unless you expend a 5th-level spell slot to use it again.





The Undying Court

The elves of Aerenal revere their ancestors above all else. So dedicated are the Aereni, they refuse to part with their elders when death comes for them. Instead, they perform rituals to preserve them as the deathless, benevolent undead beings sustained through genuine reverence and worship. These deathless elves rest within Shae Mordai, the elven City of the Dead, where they serve as guides and mentors to their living descendants.

Irian Necromancy

Most undead are predatory, sustaining themselves with the blood, flesh, or essence of the living. This is believed to be due to the undead being animated with negative energy from Mabar, the Endless Night. Mabar is a plane of existence that represents entropy and despair. The Aerenal elves believe necromancy using this dark energy will lead to the destruction of Eberron.

The undead of the Undying Court, however, are animated with the energies of Irian, the Eternal Day, a plane embodying eternal hope and renewal. The positive energy of Irian manifest zones is crucial to the creation of the Undying, as it bolsters the hope and adoration of living elves for their elders, sustaining their mentors beyond death without predating on the living.

Gestalt Divinity

When congregating as a whole, all deathless of the Undying Court wield divine power as though they were a god. When at least 10 ascendant councilors or 100 Undying councilors (*Rising*) are within 1 mile of each other, they may perform a ritual to shed a deific radiance that protects them. This radiance must be defeated first before any individual member of the Undying Court can be damaged. Any attack or effect that targets an undead of the Undying Court instead targets this radiance. The radiance of the Undying Court is a celestial with a Challenge of 30 (155,000 XP) and the following statistics:

- The radiance has an AC of 25 and a hit point maximum of 700. It has a +19 bonus to all saving throws. Treat all of its ability scores as 30 (+10).
- Around each individual member of the Undying Court, the radiance sheds sunlight in a 120-foot radius, and dim light 120 feet beyond that,
- The radiance can sense all creatures, locations, and events that take place in the vicinity of Aerenal. This awareness covers the island and everything within 150 miles of its shore—including activity beneath the waves—and it grants this awareness to each member of the Undying Court.
- The radiance can automatically choose to succeed on up to 5 failed saving throws every day.
- The radiance prevents any spell of 6th level or lower from affecting it or an Undying Court member, unless the Undying Court wishes to be affected by the spell. It has advantage on saving throws against all other magical effects.
- The radiance cannot take any actions on its own. However, while the radiance lasts, up to five members of the Undying Court in any given 6-second period (or round of combat) may cast a spell from the radiance as though they were a 30th-level spellcaster (spell save DC 27, +19 to hit with spell attacks). The radiance has all cleric and paladin spells prepared and has a combined total number of spell slots per day as follows:

  1st – 5th level (at-will)
  6th and 7th level (4 slots each)
  8th and 9th level (3 slots each)

The radiance ends after 24 hours. It ends prematurely if its hit point total is reduced to 0, if less than 10 ascendant councilors or 100 Undying councilors remain within 1 mile of each other, they leave the Irian manifest zone of Shae Mordai, or if they collectively will the radiance to cease (requiring all participating Undying to spend an action in the same turn to do so).

Whether the radiance ended prematurely, or its full 24-hour duration elapsed, the Undying Court cannot manifest it again for a time. Due to this gap in time, the Undying Court do not lightly call forth their combined might, even if one of their own is individually threatened within the walls of Shae Mordai, as doing so may leave the entire island of Aerenal vulnerable to attack by greater forces.

Regional Effects

Even when this deific radiance is not in active use, the gestalt divinity of the Undying Court has an effect on the world—though its range is limited to the island of Aerenal and its surroundings.

The below regional effects represent a small portion of the ways in which the Undying Court protects and guides the people and territories of Aerenal:

- The Undying Court are telepathically aware of any prayer—uttered or thought—originating within the region and directed toward them.
- As an action, the Undying Court can grant a creature of their choice in the region—typically an elf—the benefit of the *guidance* cantrip or the *bless* spell for 1 hour.
- Creatures of the Undying Court's choice in the region—typically non-elves—and gain the minimum benefit from healing magic.
- The Undying Court can ward the entire region as though with the effect of a *forbiddance* spell, omitting any creatures they wish from the effect, but can only deal radiant damage.
- The Undying Court can control the ambient weather conditions, in the region, creating anything from clear skies to torrential rain as they desire.
- The Undying Court can summon a *storm of vengeance*, as the spell, anywhere in the region.



Undying Councilor

Medium undead, neutral good

Armor Class 17 (natural armor)
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	17 (+3)	21 (+5)	16 (+3)

Saving Throws Con +6, Int +7, Wis +9
Skills Arcana +7, History +11, Insight +9, Perception +9, Religion +7
Damage Vulnerabilities necrotic
Damage Immunities poison, radiant
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 120 ft., passive perception 19
Languages Common, Elvish
Challenge 10 (5,900 XP)

Aura of Radiance. The councilor magically sheds bright light in a 15-foot radius and dim light for an additional 15 feet. The councilor can extinguish or restore this light as a bonus action. If the bright light overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created that darkness is dispelled.

Magic Resistance. The councilor has advantage on saving throws against spells and other magical effects.

Spellcasting. The councilor is a 13th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance*, *mending*, *sacred flame*, *spare the dying*, *thaumaturgy*
1st level (4 slots): *bless*, *command*, *create or destroy water*
2nd level (3 slots): *augury*, *calm emotions*, *hold person*
3rd level (3 slots): *daylight*, *dispel magic*, *spirit guardians*
4th level (3 slots): *banishment*, *divination*, *guardian of faith*
5th level (2 slots): *dispel evil and good*, *flame strike* (see "Actions" below), *scrying*
6th level (1 slot): *forbiddance*, *planar ally*
7th level (1 slot): *plane shift*

Actions

Multiattack. The councilor makes two Radiant Touch attacks.

Radiant Touch. *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) radiant damage.

Healing Touch (3/Day). The councilor touches another creature. The target magically regains 18 (3d8 + 5) hit points and is freed from one curse afflicting it (councilor's choice).

Flame Strike (5th-Level Spell; Requires a Spell Slot). The councilor chooses a point it can see within 60 feet of it. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on that point must make a DC 17 Dexterity saving throw. A creature takes 14 (4d6) fire damage and 14 (4d6) radiant damage on a failed save, or half as much damage on a successful one. If the councilor casts this spell using a spell slot of 6th level or higher, the fire damage or the radiant damage (its choice) increases by 1d6 for each slot level above 5th.

Legendary Actions

The councilor can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The councilor regains spent legendary actions at the start of her turn.

Touch. The councilor makes one attack with its Radiant Touch.
Shimmering Aura (Costs 2 Actions). The councilor channels positive energy into its Aura of Radiance. Until the end of the councilor's next turn, it sheds bright light in a 30-foot radius and dim light for an additional 30 feet. Any creature that starts its turn in the bright light must succeed on a DC 17 Constitution saving throw or be blinded until the end of the councilor's next turn.



Ascendant Councilor

Medium undead (undying), neutral good

Armor Class 15
Hit Points 99 (22d8)
Speed 40 ft., 40 ft. fly (hover)

STR	DEX	CON	INT	WIS	CHA
1 (–5)	20 (+5)	10 (+0)	23 (+6)	25 (+7)	25 (+7)

Saving Throws Con +6, Int +12, Wis +13, Cha +13
Skills Arcana +12, History +12, Insight +13, Perception +13, Persuasion +13, Religion +12
Damage Resistances bludgeoning, piercing, and slashing from attacks made with targath weapons
Damage Immunities poison, radiant; bludgeoning, piercing, and slashing from attacks made with weapons that aren't targath
Condition Immunities charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses truesight 120 ft., passive Perception 23
Languages all
Challenge 20 (25,000 XP)

Radiant Being. The councilor is a being of pure light that sheds bright light in a 60-foot radius and dim light for an additional 60 feet. If the bright light overlaps with an area of darkness created by a spell of 8th level or lower, the spell that created that darkness is dispelled.

Incorporeal Movement. The councilor can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Legendary Resistance (2/Day). If the councilor fails a saving throw, it can choose to succeed instead.

Magic Resistance. The councilor has advantage on saving throws against spells and all other magical effects.

Regeneration. The councilor regains 15 hit points at the start of its turn. If it takes necrotic damage, this trait doesn't function at the start of its next turn. The councilor is only destroyed if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. If even a piece of the councilor's physical remains are intact, a destroyed ascendant councilor can manifest directly again after 1d10 days since it was destroyed, regaining all its hit points and becoming active again. The newly manifested form appears within 5 feet of the councilor's physical remains.

Spellcasting. The councilor is a 20th-level spellcaster. Its spellcasting ability is Wisdom (save DC 21, +13 to hit with spell attacks). The councilor has the following cleric spells prepared:

Cantrips (at will): *guidance, light, spare the dying, thaumaturgy, word of radiance* (*XGtE*)
1st level (4 slots): *bless, command, ceremony, detect evil and good, protection from evil and good*
2nd level (3 slots): *augury, gentle repose, hold person, zone of truth*
3rd level (3 slots): *beacon of hope, clairvoyance, remove curse, spirit guardians* (see Actions below)
4th level (3 slots): *banishment, death ward, divination, guardian of faith*
5th level (3 slots): *dawn* (*XGtE*), *greater restoration, raise dead*
6th level (2 slots): *forbiddance, heal*
7th level (2 slots): *regenerate, temple of the gods* (*XGtE*)
8th level (1 slots): *holy aura*
9th level (1 slots): *astral projection*

Turn Immunity. The councilor is immune to effects that turn undead.

Actions

Purification Lash. *Melee Spell Attack:* +13 to hit, reach 15 ft., one creature. *Hit:* The target either takes 18 (2d10 + 7) radiant damage, or regains 18 (2d10 + 7) hit points and is freed from one curse afflicting it (councilor's choice). A target can choose to be hit by this spell attack if it wishes.

Searing Radiance. The councilor intensifies the light that radiates from it in a 120 foot cone. Each creature in the area must make a Constitution saving throw. On a failure, a creature takes 16 (3d10) radiant damage and is blinded until the end of the councilor's next turn. On a success, a creature takes half as much damage and is not blinded.

Healing Light. The councilor magically radiates positive energy. Living creatures within 60 feet of the councilor, including ones behind barriers and around corners, regain 16 (4d10) hit points and can't have their hit point maximum reduced until the end of the councilor's next turn. Undead creatures that are not members of the Undying Court in the area take radiant damage equal to twice this amount.

Spirit Guardians (3rd-Level Spell; Bonus Action Casting Time; Requires a Spell Slot). The councilor calls forth angelic spirits in a 15-foot radius sphere around itself as a bonus action. When cast, the councilor can choose any number of creatures it can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a DC 21 Wisdom saving throw. On a failed save, the creature takes 13 (3d8) radiant damage. On a successful save, the creature takes half as much damage. If the councilor casts this spell using a spell slot of 4th level or higher, the radiant damage increases by 1d8 for each slot level above 3rd.

Legendary Actions

The ascendant councilor can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The councilor regains spent legendary actions at the start of its turn.

Purify. The councilor makes one Purification Lash attack.
Astral Shift. The councilor teleports to a space up to 60 feet from its original position.
Holy Emanation (Costs 2 Actions). The councilor uses Searing Radiance or Healing Light.
Deific Utterance (Costs 3 Actions). The councilor proclaims a word on behalf of the gestalt divinity of the Undying Court. Each creature of the councilor's choice within 120 feet of it that can hear the magical proclamation must succeed on a DC 21 Wisdom saving throw or take 27 (5d10) thunder damage and be stunned until the end of the councilor's next turn.
Divine Manifestation (Costs 3 Actions). The councilor casts a spell that has a casting time of 1 action.



DEATHLESS GRAFTS

Deathless grafts are holy relics of the Aereni. Donated from Undying ancestors to their living descendants, elves are typically the only recipients of a deathless graft, and it is considered one of the greatest blessings a living worshiper of the Undying Court can bear.

ARM OF THE ANCESTOR

Deathless graft, rare

An Arm of the Ancestor graft is either an entire arm, or extensive amounts of muscle, skin, and sinew from the arm of a donor deathless elf of the Undying Court. The recipient gains not only the strength of the deathless elf, but also the ability to channel the healing energies of Irian.

Procedure. To graft an Arm of the Ancestor, the recipient creature must suffer from a 5-point reduction in their maximum hit points. The creature performing the grafting procedure must be an elf who worships the Undying Court and be proficient in Medicine and Religion, and succeed on a DC 17 Wisdom (Medicine) check after 8 uninterrupted hours of concentrating on the procedure to successfully complete the graft.

Benefit. The recipient of an Arm of the Ancestor graft has a +1 bonus on attack and damage rolls made with weapons held with it, or unarmed strikes made with it.

Additionally, the recipient has a pool of healing power that replenishes when they take a long rest. With that pool, they can restore a number of hit points equal to 2 x their level.

As an action, they can touch a creature with the Arm of the Ancestor and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in their pool.

If the recipient is a paladin, they can combine this pool with the pool granted to them by their Lay on Hands feature, and spend points from it in additional ways as described in that feature.

However, the Arm of the Ancestor has a reduced sense of touch compared to a normal arm. The recipient has disadvantage on ability checks made to use tools and any Dexterity checks involving the arm (such as Sleight of Hand checks with the arm's hand). Finally, the recipient can not make use of a weapon's finesse property if it is held in the Arm of the Ancestor's hand.

LEGS OF THE UNDYING MARCHER

Deathless graft, rare

Legs of the Undying Marcher are grafts made from flesh donated by the deathless elves of the Undying Court. They retain the accumulated battle reflexes honed over an immortal warrior's lifetime, granting you instinctive insight, as well as the endurance of a tireless sentinel. The legs cannot be separated, and must therefore replace both of the recipient's legs, and therefore count as two grafts toward the recipient's limit of attached grafts.

Procedure. To graft legs of the Undying Marcher, the recipient creature must suffer from a 16-point reduction in their maximum hit points. The creature performing the grafting procedure must be an elf who worships the Undying Court and be proficient in Medicine and Religion, and succeed on a DC 17 Wisdom (Medicine) check after 8 uninterrupted hours of concentrating on the procedure to successfully complete the graft.

Benefit. Legs of the Undying Marcher grant their recipient advantage on all Dexterity saving throws, as well as any saving throws to resist being moved against their will. Additionally, the recipient cannot gain levels of exhaustion due to a forced march.

BONE PLATING

Deathless graft, uncommon

Bone plating grafts are grown from samples donated from the venerable bones of deathless elves of the Undying Court. When properly implanted, the bone grows into a plate-white shell covering the recipient's entire body. It is smooth to the touch, and moves with the recipient, leaving their movement unhindered.

Procedure. To graft bone plating, the recipient creature must suffer from an 8-point reduction in their maximum hit points. The creature performing the grafting procedure must be an elf who worships the Undying Court and be proficient in Medicine and Religion, and succeed on a DC 13 Wisdom (Medicine) check after 8 uninterrupted hours of concentrating on the procedure to successfully complete the graft.

Benefit. The recipient of a bone plating graft has natural armor that grants it an Armor Class of 13 + their Dexterity modifier. Additionally, they have resistance to cold damage.

DEATHLESS FLESH

Deathless graft, very rare

Grafts of deathless flesh transplant muscle, sinew, and subdermal tissue donated from a deathless elf of the Undying Court. Recipients of grafts of deathless flesh must therefore be extensively maimed or flayed before receiving such an extensive graft. Such grafts are often lifesaving, though the withered appearance of the recipient's body after the procedure can be mistaken for a state of undeath.

Procedure. To graft deathless flesh, the recipient creature must suffer from a 25-point reduction in their maximum hit points. The creature performing the grafting procedure must be an elf who worships the Undying Court and be proficient in Medicine and Religion, and succeed on a DC 19 Wisdom (Medicine) check after 8 uninterrupted hours of concentrating on the procedure to successfully complete the graft.

Benefit. A graft of deathless flesh grants the recipient immunity to necrotic and radiant damage, and any critical hit made against the recipient becomes a normal hit.





CYRE

Cyre—the heart of Khorvaire, the Jewel of Galifar, the true heir of the Kingdom—is no more. The once glorious nation is now a warped wasteland of horrors and monstrosities. Cyre is gone… but her people remain. Although the Mournland now stains the center of the *Map Perilous* the crimson red of a Blood Fall region, Cyre's refugees typically find themselves settling in other Emerald regions in central Khorvaire—most typically Breland and Thrane, the only two nations that welcomed Cyran survivors to settle in their borders.

SURVIVING VETERANS

Many Cyran survivors of the Day of Mourning were members of its armed forces, fighting on the borders that day. Able to escape the dead-grey mists that enveloped and destroyed Cyre, these soldiers now must face the reality of their ultimate failure. Many of them suffer from extreme spell-shock—a mental trauma diagnosis common among survivors of magical violence.

To represent the surviving military of Cyre, the following suite of stat block features can be added to the Guard, Knight, and Veteran statistics in the *Monster Manual*, the Champion statistics in *Volo's Guide to Monsters*, or the Soldier stat block detailed earlier in this book. These features have no impact on the NPC's challenge rating.

Cyran Military Survivors

Saving Throws The NPC is proficient in Constitution saving throws if it is not already.

Jaded. The NPC cannot gain advantage, nor suffer disadvantage, on saving throws, ability checks, or attack rolls against a target it can see, nor can it add or subtract the result of an additional die to any such rolls, such as from Bardic Inspiration, Leadership, or the *bane*, *bless*, or *guidance* spells.

Homunculi are constructs that have been invested with a portion of their creator's life essence or soul. They come in many shapes and sizes in the world of Eberron, each kind specifically created to aid its master in different ways.

Any Medium size or smaller construct with a challenge rating of 1/4 or less can be crafted as a homunculus. While the base homunculus presented in the *Monster Manual* is certainly a commonly created one, the others presented below are seen across Khorvaire.

METHODS OF CONSTRUCTION

Should one desire to create a homunculus of their own, they have a few options available to them:

Foremost, Automatist specialist arcanists, as presented in *Korranberg Chronicle: Adventurer's Almanac* can craft a signature homunculus of exceptional durability and customization.

Secondly, the *create homunculus* spell from *Xanathar's Guide to Everything* allows the caster to transmute raw materials into the form of a homunculus much quicker than building one from scratch, though the creature does not gain in power as its creator does. In an Eberron campaign, a spellcaster may instantly create any kind of homunculus they desire when casting *create homunculus*, not just the base homunculus found in the *Monster Manual*, though the consumed material components of the spell change to match the raw materials needed to create different kinds of homunculi (as noted below), and the created creature gains no benefit from the Homunculus traits listed in the following stat blocks of this section.

Lastly, at the DM's discretion, an artificer who knows the Homunculus Servant infusion (see *Eberron: Rising from the Last War)* may create an alternate homunculus. If they do, the homunculus's hit point maximum equals the homunculus's Constitution bonus + the artificer's Intelligence bonus + twice the artificer's level (instead of the maximum given in its stat block), and it gains the below trait in addition to its normal statistics:

Might of the Master. The following numbers increase by 1 when its creator's proficiency bonus increases by 1: the homunculus's skill and saving throw bonuses noted in its statistics and the bonuses to hit and damage of its attacks.

MODEL SERVANTS

Described below are several models of construct that are particularly suited to being created as homunculi. Each has the Homunculus trait, which provides additional effects and benefits when the construct is created as one.

ARBALESTER

An arbalester is, essentially, an ambulatory crossbow. It is carved from exotic livewood, with golden plating and silver thread. It can fire and reload on its own, and magically creates its own bolts, making it an ideal construct for home defense.

DEDICATED WRIGHT

A dedicated wright is a stubby-limbed humanoid molded from clay, glazed with magically active oils and unguents, then fired in a kiln. They are created to aid craftsmen in their work. A dedicated wright homunculus is prized even more highly for its aid in speeding up magic item creation (see *Xanathar's Guide to Everything* for downtime crafting rules). When left alone, they shy away from combat. They are intelligent enough to hide someplace too small for larger creatures to follow them.

EXPEDITIOUS MESSENGER

An expeditious messenger looks like a minuscule lemur or meerkat with draconic wings and a tiny tail. They are crafted from soft clay and bits of hair, scales, and feathers from tiny flying beasts. As its name suggests, it is designed to quickly carry messages from its creator, as evidenced by its unusual capability to speak. Expeditious messengers created as homunculi can serve this purpose even more effectively, projecting their master's own voice. The expedition messenger here differs from the one in *Eberron: Rising from the Last War*, in order to fit better into character options discussed above.

FURTIVE FILCHER

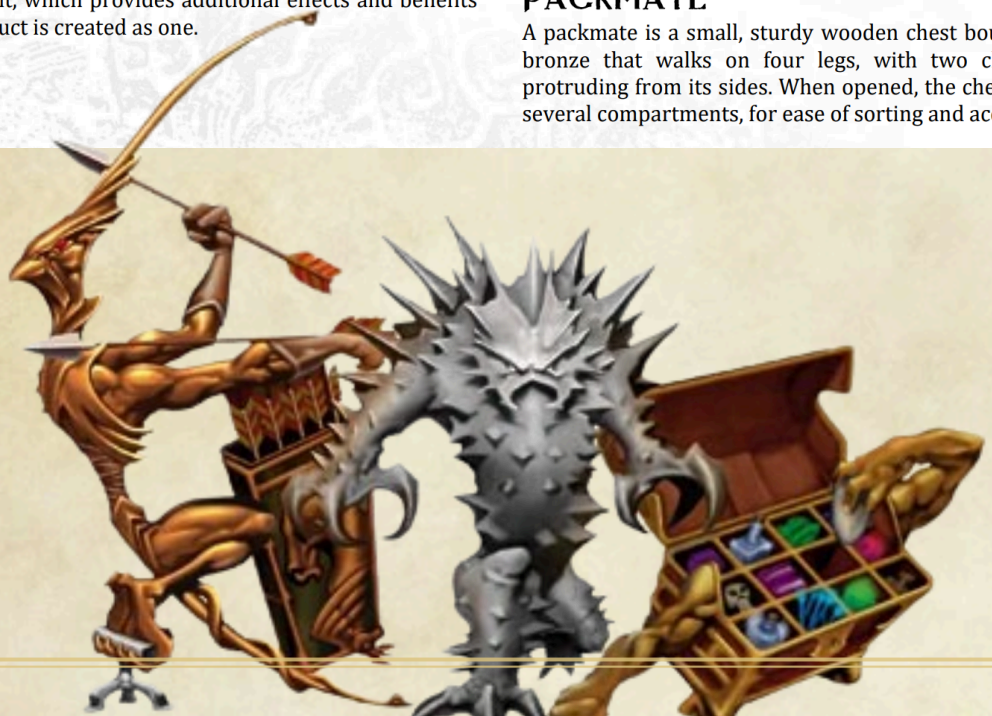
A furtive filcher is a tiny creature shaped from clay, ashes, and raw shadow-stuff that looks like nothing so much as a vaguely-humanoid wisp of darkness. Furtive filchers are constructed by unscrupulous creators to, as the name implies, steal small items. Its size and shadowy nature make it well suited for even the deftest acts of thievery.

IRON DEFENDER

An iron defender resembles a Great Dane, or other large breed of dog, formed from iron plates and bars, with serrated iron teeth. They are constructed for one purpose: to fight for and safeguard their creator. The iron defender here differs from the one in *Eberron: Rising from the Last War*, in order to fit better into character options discussed above.

PACKMATE

A packmate is a small, sturdy wooden chest bound in burnished bronze that walks on four legs, with two claw-tipped arms protruding from its sides. When opened, the chest is divided into several compartments, for ease of sorting and access.



Arbalester

Tiny construct, unaligned

Armor Class 14 (natural armor)
Hit Points 12 (5d4)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	15 (+2)	10 (+0)	10 (+0)	12 (+1)	7 (–2)

Saving Throw Dex +4
Skills Perception +3
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages understands Common, but can't speak
Challenge 1/4 (50 XP)

Homunculus. An arbalester homunculus cannot speak, but understands any language its creator knows, and answers to verbal commands.

An arbalester's creator can perform a ritual for 1 hour to imbue an arbalester with a magical ranged weapon's properties. The weapon's properties must be applicable to light crossbows. At the end of this ritual, the arbalester's light crossbow attack gains the magical properties the ranged weapon possessed. Until reversed with another ritual, the magical properties of the ranged weapon are suppressed. This transfer lasts until the magical ranged weapon is more than 100 ft. from the arbalester, or if it is destroyed.

Actions

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Dedicated Wright

Tiny construct, unaligned

Armor Class 10
Hit Points 14 (4d4 + 4)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	12 (+1)	10 (+0)	11 (+0)	7 (–2)

Skills any one kind of artisan's tools or an Herbalism kit
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Common, but can't speak
Challenge 1/4 (50 XP)

Diligent Crafting. A dedicated wright is constructed to be proficient with one kind of Artisan's tools or an Herbalism kit. It cannot start a project on its own, but it can finish an item once another creature has spent one workday crafting alongside it. After this first day, the dedicated wright can work on the item continuously without being commanded.

Homunculus. A dedicated wright homunculus cannot speak, but understands any language its creator knows, and answers to verbal commands.

A dedicated wright homunculus is proficient with all tools its creator is and applies its creator's proficiency bonus as a bonus on ability checks made with them.

As a homunculus, a dedicated write can use its Diligent Crafting ability to assist in the creation of magic items, as if it was a spellcaster that fulfills all the same requirements of a given schema that its creator does, including the ability to cast any spell its creator can (though it does not actually gain the ability to cast such spells). If both it and its creator craft the item together, the number of workweeks to create the magic item is halved.

Actions

Tiny Hammer. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1 + 1) bludgeoning damage.

Expeditious Messenger

Tiny construct, unaligned

Armor Class 13
Hit Points 7 (2d4 + 2)
Speed 25 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	16 (+3)	13 (+1)	8 (–1)	12 (+1)	7 (–2)

Saving Throws Dex +5
Skills Acrobatics +5, Stealth +5
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 1/8 (25 XP)

Flyby. The messenger doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Homunculus. An expeditious messenger homunculus can speak and understand any language its creator knows, and answers to verbal and telepathic commands.

As a homunculus, the messenger has the Telepathic Bond trait.

Telepathic Bond. While the messenger is on the same plane of existence as its creator, it can magically convey what it senses to its master, and the two can communicate telepathically. Additionally, the homunculus can act as its creator's mouthpiece when speaking to other creatures, speaking with its creator's voice.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Furtive Filcher

Tiny construct, unaligned

Armor Class 14
Hit Points 2 (1d4)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	19 (+4)	10 (+0)	12 (+1)	10 (+0)	7 (–2)

Skills Sleight of Hand +6, Stealth +6
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Common, but can't speak
Challenge 0 (10 XP)

Homunculus. A furtive filcher homunculus cannot speak, but understands any language its creator knows, and answers to verbal commands.

As a homunculus, the filcher applies its creator's proficiency bonus as an additional bonus to Dexterity (Sleight of Hand) checks it makes. It also has the Harry ability.

Harry. When the furtive filcher homunculus hits a target that is within 5 feet of its creator with a claw attack, the attack deals extra slashing damage equal to 1d6 for every six levels the homunculus's creator possesses, to a maximum of 3d6.

Actions

Claw. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.



Iron Defender

Medium construct

Armor Class 15 (natural armor)
Hit Points 17 (2d8 + 8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	8 (–1)	13 (+2)	7 (–2)

Saving Throws Con +4
Skills Perception +3
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages understands Common, but can't speak
Challenge 1/4 (50 XP)

Keen Senses. The defender has advantage on Wisdom (Perception) checks.

Homunculus. An iron defender homunculus cannot speak, but understands any language its creator knows, and answers to verbal commands.

As a homunculus, whenever the creator's proficiency bonus increases by 1, the save DC for a creature to resist being grappled by a defender's bite attack, the amount of extra piercing damage it takes on a failed saving throw, and the escape DC of the grapple all also increase by 1.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or take an extra 3 (1d6) piercing damage and be grappled (escape DC 12). The defender can have only one creature grappled this way.

Craft Arcane Homunculus

Prerequisite: Must be able to cast 2nd level spells as an arcanist, bard, sorcerer, swordmage, warlock, or wizard

You learn intricate methods for ritually creating an arcane homunculus that serves you. The ritual requires an Eberron dragonshard worth 100 gp, and you must expend a 2nd-level spell slot to begin. The ritual lasts an hour. At the end of the ritual, the creature's body forms around the dragonshard. You can have only one arcane homunculus at a time.

You determine the homunculus's appearance. Some mages prefer mechanical-looking birds, whereas some like winged vials or miniature, animate cauldrons. The homunculus is friendly to you and your companions, and it obeys your commands. See this creature's game statistics in the Arcane Homunculus stat block. You apply a bonus equal to your proficiency bonus –2 to the homunculus's AC, its skill and saving throw bonuses, and its bonuses to hit and damage. Whenever your proficiency bonus increases, this bonus increases as well.

In combat, the homunculus shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take the action in its stat block or the Dash, Disengage, Help, Hide, or Search action.

The homunculus regains 2d6 hit points if the *mending* spell is cast on it. If it dies, it vanishes, leaving the Eberron dragonshard it was created from in its space, which you may use to repeat the ritual to create the homunculus anew.

Packmate

Small construct

Armor Class 14
Hit Points 2 (1d4)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	15 (+2)	8 (–1)	12 (+1)	7 (–2)

Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Common, but can't speak
Challenge 1/8 (25 XP)

Secure Chest. A packmate is designed to securely transport items. Its compartment is protected as if by an *arcane lock* spell. If dispelled, the packmate reactivates this magical protection after 1 minute. The packmate can open and close its compartment at will.

A packmate can carry a load as if it was a Medium creature.

Homunculus. A packmate homunculus cannot speak, but understands any language its creator knows, and answers to verbal commands.

As a homunculus, the packmate is a versatile battlefield assistant and gains the following abilities:

Throw Flask. When directed by its creator, the packmate can throw a vial of acid, alchemist's fire, or similar item that was stored within itself with its action.

Administer Potion. The packmate can, as a reaction, administer to its creator a *potion of healing* or similar restorative item that was stored within itself, should its creator fall to 0 hit points while within 5 feet of the packmate.

Ready Item. The packmate be commanded to use its action to take a readied action to hand over any item within itself its creator directs it to, to any creature its creator wishes. The creature who is handed the item can take and use it as part of the same action, or if it is a potion, the creature can use it as a bonus action.

Actions

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1 + 2) slashing damage.

Warforged Colossus

Gargantuan construct, unaligned

Armor Class 23 (natural armor)
Hit Points 410 (20d20 + 200)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	30 (+10)	3 (–4)	11 (+0)	8 (–1)

Saving Throws Int +4, Wis +8, Cha +7
Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned
Senses truesight 150 ft., passive perception 10
Languages understands Common but can't speak
Challenge 25 (75,000 XP)

Immutable Form. The colossus is immune to any spell or effect that would alter its form.

Legendary Resistance (3/Day). If the colossus fails a saving throw, it can choose to succeed instead.

Magic Resistance. The colossus has advantage on saving throws against spells and other magical effects.

Siege Monster. The colossus deals double damage to objects and structures.

Towering Terror. Any enemy outside the colossus that starts its turn within 30 feet of it must succeed on a DC 26 Wisdom saving throw or be frightened until the start of the enemy's next turn. If the enemy's saving throw is successful, it is immune to this colossus's Towering Terror for the next 24 hours.

Actions

Multiattack. The colossus makes three attacks—one with its slam and two with its eldritch turrets—and then uses Stomp.

Slam. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 29 (3d12 + 10) bludgeoning damage, and the colossus can push the target up to 20 feet away from it.

Eldritch Turret. *Ranged Spell Attack:* +18 to hit, range 300 ft., one target. *Hit:* 18 (4d8) force damage, and if the target is a creature, it is knocked prone.

Stomp. The colossus stomps one of its feet at a point on the ground within 20 feet of it. Any creature in a 20-foot-radius, 20-foot-high cylinder centered on this point must succeed on a DC 26 Dexterity saving throw or take 33 (6d10) bludgeoning damage and fall prone. Until the colossus uses its Stomp again or moves, the creature is restrained. While restrained in this way, the creature (or another creature within 5 feet of it) can use its action to make a DC 26 Strength check. On a success, the creature relocates to an unoccupied space of its choice within 5 feet of the colossus and is no longer restrained.

Structures, as well as nonmagical objects that are neither being worn nor carried, take the same amount of damage if they are in the cylinder (no save).

Incinerating Beam (Recharge 5–6). The colossus fires a beam of light in a 150-foot line that is 10 feet wide. Each creature in the line must make a DC 26 Dexterity saving throw, taking 60 (11d10) radiant damage on a failed save, or half as much damage on a successful one. A creature reduced to 0 hit points by this beam is disintegrated, leaving behind anything it was wearing or carrying.



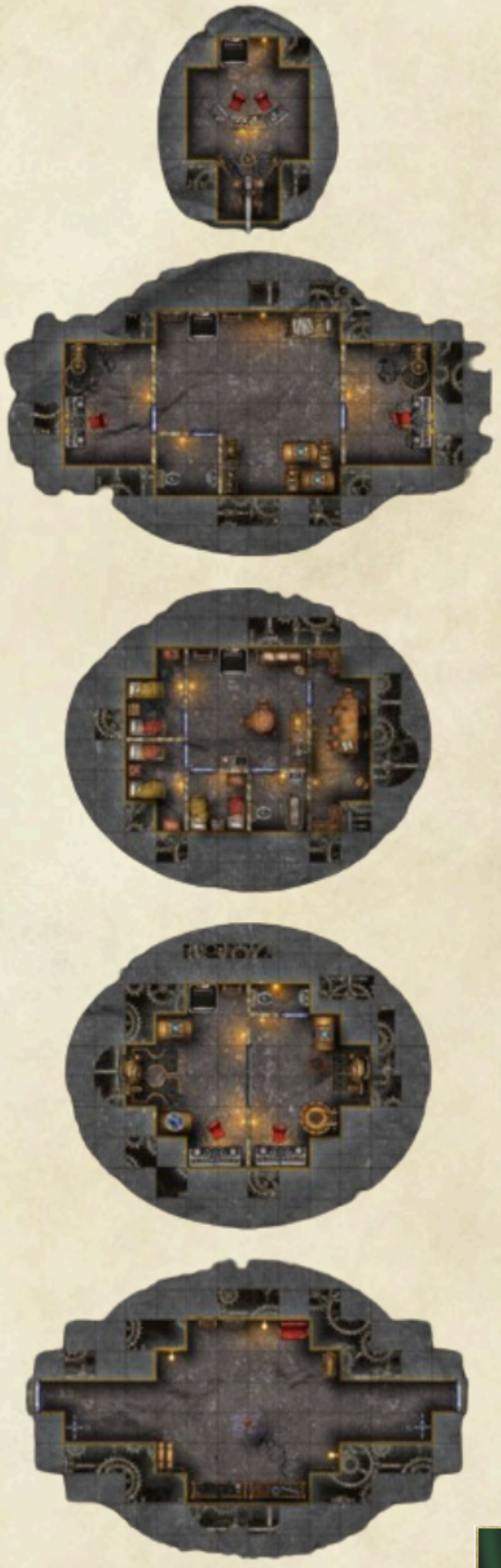
Operating a Colossus

A warforged colossus is part warforged and part vehicle. It stands between 200 and 300 feet tall. For optimal performance, a colossus required an active crew including a captain with the Mark of Making, a weapons officer with the Mark of Storm, and a helmsman with the Mark of Passage. When absolutely necessary, though, the colossus could direct itself but at diminished power. A colossus also carried a sizable contingent of elite troops, who could ride in safety within the colossus while it crushed through enemy lines or smashed through a wall, then pour out through hatches once the colossus was in position.

Docent Network. Controlling a construct of such size proved to be a great challenge for the Cannith artificers. The solution entailed creating a large number of *docent* nodes and joining them together in a single network distributed throughout the body of the colossus. Docent nodes are modeled after the ancient *docents* found in Xen'drik (described in chapter 5), and though they lack the full sentience or functionality of a true *docent*, collectively they can guide and control a colossus. The network converged at one place, where the captain could stand and control the colossus's every movement through the use of a mithral helmet with hundreds of semi-organic tendril-wires attached. By way of the central master *docent*—a true *docent* recovered from Xen'drik—the whole network fed information back to the operator. Several smaller "hubs" of the network gave other operators access to the relevant parts of that information and enabled them to control parts of the colossus as well. The techniques and tools used to create *docent* nodes were lost in the Mourning. The various branches of House Cannith are sending adventurers into the Mournland in hopes of salvaging some or all of the network inside a fallen colossus.

Colossus Power Core. The power source of a colossus is a Khyber dragonshard of unusually large size, cut into a specific pattern that allows the dragonshard to contain raw magical energy without exploding. A single power core is about the size of a wine barrel, hooked up to an elaborate harness that distributes power throughout the colossus.

Weapons of Mass Destruction. Warforged colossi were physically powerful, but their principal weaponry involved the use of bound elementals. Some expelled blasts of elemental fire from their hands or mouths; others wielded adamantine swords they could wreathe in flame. Some colossi also used bound elementals for defense: manifesting shields of elemental rock, blasting out elemental air to deflect ranged attacks, and so on. The captain of the colossus could control all this weaponry through the *docent* network, but for optimal performance the captain relied on a weapons officer with the Mark of Storm to employ this elemental weaponry.



ADAMANT BASTION

Prerequisite: Warforged with the Model Type variant trait
Your adamantine plates thicken and cover even more of your body, overlapping in interlocking sections to cover all your structural weak points. Though this gives you increased protection, the plating becomes impossible to remove. You gain the following traits:

- Your model type becomes Adamantine Construction if it was not already, and you then lose the Remodeling racial trait, making your model type permanent.
- You increase your Constitution score by 1, to a maximum of 20.
- Any critical hit against you becomes a normal hit.
- You reduce all damage you take from attacks by 1.

COMPOSITE RESILIENCY

Prerequisite: Warforged with the Model Type variant trait
You have honed your stone, metal, and wood construction into efficient harmony, improving your overall resilience. You gain the following benefits while your model type is Composite Plating:

- You gain a +1 bonus to AC.
- Your hit point maximum increases by an amount equal to your level and whenever you gain a level it increases by 1.
- Whenever you roll a Hit Die to regain hit points, you may reroll any results of 1, taking the new roll.
- You automatically stabilize when brought to 0 hit points. You do not need to make death saving throws on your turn when at 0 hit points, but you may still be killed if damage forces you to automatically fail three death saving throws.

QUICKSILVER EXCELLENCE

Prerequisite: Warforged with the Model Type variant trait
Your tracery dramatically expands, transforming you so that all of your metal and stone parts are made from mithral, an extremely light metal. Though this makes you quick and deadly, the transformation is irreversible. You gain the following traits:

- Your model type becomes Mithral Tracery if it was not already, and you then lose the Remodeling racial trait, making your model type permanent.
- Your weight decreases by 50 pounds.
- Your walking speed increases by 5 feet.
- You either gain proficiency in Initiative checks or one of the following skills: Acrobatics, Sleight of Hand, or Stealth.
- As a bonus action, you can morph one or both of your hands into blades, allowing you to make deadly strikes with them. While your hands are in blade form, they are silvered simple melee weapons you are proficient with that deal 1d6 damage on a hit, and have the Finesse and Light properties. In addition, they count as being worth at least 1 sp for all effects and purposes.

You cannot use a hand in blade form for any fine motor functions, such as climbing a rope or casting a spell with somatic components. You can morph one or both of your hands back into their normal form as another bonus action.

When you make a melee weapon attack with a hand in blade form, you deal additional damage equal to one half your proficiency bonus.

SLEDGEHAMMER FISTS

Prerequisite: Warforged
Your hands and forearms increase in size, your metal and stone construction forming them into heavier, bulkier gauntlet-like forms. You gain the following benefits:

- You increase your Strength score by 1, to a maximum of 20.
- Your unarmed strikes deal bludgeoning damage equal to 1d6 + your Strength modifier.
- If both of your hands are free and you hit with an unarmed strike on your turn, as a bonus action you may clasp your hands together and deliver a hammer blow as an unarmed strike. If the hammer blow hits, it deals bludgeoning damage equal to 1d12 + your Strength modifier.

SPIKED PLATING

Prerequisite: Warforged
Your aggression is manifested in sharp metal blades and spikes that grow from your plating, granting you the following benefits.

- Your Strength or Constitution scores increase by 1, to a maximum of 20.
- You grow armor spikes that allow you to make unarmed strikes by bashing your body against a target. If you hit with an unarmed strike using your armor spikes, you deal piercing or slashing damage equal to 1d4 + your Strength modifier.
- Whenever you succeed on a grab or shove attempt, you deal your unarmed strike damage to the target.
- Creatures grappled by you and creatures you are grappled by take your unarmed strike damage automatically at the start of their turn.



WARFORGED COMPONENTS

Warforged components are magic items that require attunement to a warforged character. Some components may even require a warforged of a specific subrace.

Unlike other magic items, warforged components physically integrate with the body of an attuned warforged. They cannot be removed, dropped, or disarmed, except from a willing warforged.

ADAMANTINE FORTIFICATION DISC

Wondrous item, uncommon (requires attunement by a warforged)

This deep blue metal disc is banded in copper and studded with iron. When attached to your chest, over the course of attunement, adamantine reinforcement spreads through your body. While it is attached, any critical hit against you becomes a normal hit.

ARMOR ENHANCEMENT DISC, +1, +2, OR +3

Wondrous item, rare (+1), very rare (+2), or legendary (+3) (requires attunement by a warforged)

This gleaming steel disc is banded in gold and has several red dragonshards studded in a ring, the number and size of which increase with the rarity of the disc. When attached to your chest, over the course of attunement you feel a field of magical force strengthen your armor plates. While it is attached, you have a bonus to AC. The bonus is determined by its rarity.

BATTLEFIST, +1, +2, OR +3

Weapon, rare (+1), very rare (+2), or legendary (+3) (requires attunement by a warforged)

This ogre-sized metal gauntlet fits over a warforged's hand and forearm. Over the course of attunement, you feel the *battlefist* physically lock and integrate into your arm, and your sense of touch extends into the component as if they were your actual arm and hand. You have a bonus to attack and damage rolls on unarmed strikes made with a *battlefist*. The bonus is determined by the weapon's rarity.

Unarmed strikes with a *battlefist* deal damage as if you had 5 monk levels more than you currently do (minimum 5th level). If this would increase your effective monk level past 20, your unarmed strikes with a *battlefist* deal 1d12 damage instead of 1d10.

While attached, you can use your *battlefist* as a regular hand, but its large size is a bit clumsier than normal. You have disadvantage when using tools and on Dexterity ability checks while this component is attached.

If you attune to a second *battlefist*, whenever you use the Attack action to make unarmed strikes with a *battlefist*, you may make an unarmed strike with the other one as a bonus action (using the improved damage as noted above, including your ability modifier).

COMMAND CIRCLET

Wondrous item, rare (requires attunement by a warforged)

This gold band fits easily over your brow. When it is attached, it fuses with your head, and over the course of attunement you feel your awareness of other warforged around you sharpen. While attached, you gain telepathy with a range of 100 feet, but you can only communicate this way with other warforged. Unlike normal telepathy, you may address any number of warforged within this range at the same time, but they can still only communicate back to you, not with each other.

In addition, when you make a saving throw against being frightened, as a reaction you may grant up to ten warforged within 30 feet of you (including yourself) advantage on saving throws against the same effect. Once you use this ability, the circlet cannot produce this effect until 1d12 hours have passed.

DELVER'S EYES

Wondrous item, common (requires attunement by a warforged)

These copper-rimmed crystal lenses come in a paired set. When placed over your eyes and attuned to, over the course of attunement the lenses lock into place in your eye sockets and form a second layer over your regular crystalline eyes.

While *delver's eyes* are attached, you can activate or deactivate them on your turn, requiring no action (but you may only either activate or deactivate once per turn). When you activate your *delver's eyes*, they emit a cone of bright light out to 30 feet, and dim light in an additional 30 feet beyond that. The cone is always emitted in the direction you are looking.

EQUILIBRIUM BAND

Wondrous item, uncommon (requires attunement by a warforged)

This band of copper is decorated with lacquered soarwood discs. When attached, the copper band melds into your waist until only the soarwood discs are visible. Over the course of attunement, you feel your sense of balance significantly improve. You have advantage on Dexterity (Acrobatics) checks to maintain your balance and on all saving throws against any effect that would knock you prone.



ESSENCE OF THE GUARD

Wondrous item, rare (requires attunement by a warforged)

This dull coppery torc bears symbols representing watchfulness. When attached, it hinges open and locks around your neck, and over the course of attunement it melds into your body and you feel your eyesight and hearing sharpen. While attached, you gain proficiency in the Perception skill, and you have a +5 bonus to your passive Wisdom (Perception).

ESSENCE OF THE SCOUT

Wondrous item, rare (requires attunement by a warforged)

This dark metal torc is engraved with symbols representing silence and shadow. When attached, it hinges open and locks around your neck, and over the course of attunement it melds into your body. Your metal parts gleam less, and the wood and stone of your body hush quietly when you move. While attached, you gain proficiency in the Stealth skills, and you do not have disadvantage on Dexterity (Stealth) checks from a racial trait if you normally do.

SHOULDERBOW, +1, OR +2

Weapon (light crossbow), very rare (+1), or legendary (+2) (requires attunement by a warforged)

This light crossbow has a swivel mount instead of a grip and stock, like a miniature deck-mounted ballista. When the base of the mount is attached to your shoulder, it integrates into your body. When fully attached, the light crossbow can fold up and retract into your shoulder seamlessly. You can retract and deploy the *shoulderbow* as a bonus action.

While attached and deployed, the *shoulderbow* can be fired even if your hands aren't free. You do not have disadvantage on ranged attacks with the *shoulderbow* even if you are in melee range of an enemy. You have a bonus to attack and damage rolls made with the shoulderbow. The bonus is determined by the weapon's rarity.

A *shoulderbow* magically loads and fires with a thought, ignoring the Loading property of the light crossbow. Moreover, the *shoulderbow* magically creates bolts to keep the ammunition case located in its mount filled. The case holds 5 bolts at a time: whenever one bolt is fired, another one is magically created. Bolts vanish if they are removed from the *shoulderbow* without being shot. The *shoulderbow* can create 20 bolts per day. You can use your own life energy to create additional bolts, at the cost of 1 hit point per bolt. At any time, you can expend 3d4 hit points to cast *conjure barrage* as an action. The spellcasting ability for this spell is Constitution. Hit points used to create a bolt or cast *conjure barrage* are treated just as if you took damage; they can be healed or repaired normally.

A *shoulderbow* cannot use normal bolts (either magical or mundane); it is designed to create and fire its own magical bolts.

SPRINGHEELS

Wondrous item, uncommon (requires attunement by a warforged)

This component is a set of mithral plate greaves with soarwood soles. When attached, they lock into place around your lower legs and the bottoms of your feet. Over the course of attunement, you can feel the greaves meld into your legs and make them feel oddly lighter. While attached, your base walking speed increases by 5 feet, and you are always considered to have a running start when jumping.

TORC OF ENERGY RESISTANCE

Wondrous item, uncommon (requires attunement by a warforged)

This metal torc is engraved with runes of warding, a colored gemstone set at its front. When attached, it hinges open and locks around your neck. Over the course of attunement, it melds into your body and you feel a thrum of protective energy spread over you. While attached, you have resistance to one type of energy: acid, cold, electricity, fire, or thunder. Each torc of energy resistance grants resistance to one type of energy, chosen when it was created.

TRACTION CLAWS

Wondrous item, uncommon (requires attunement by a warforged)

This component is a set of large metal crampons. When attached, they lock into place around your feet. Over the course of attunement, you can feel the crampons' claws slowly retract into the soles of your feet. While attached, you can extend or retract these claws as a bonus action. When you make a Strength (Athletics) check to climb a surface (but not a rope) or a Dexterity (Acrobatics) check to maintain your balance while these claws are extended, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

WAND SHEATH

Wondrous item, uncommon (requires attunement by a warforged)

This brass and mithral tube resemble a scroll case, but is made to fit all varieties of wands. When placed against your forearm and attuned to, the cylinder sinks into your arm and becomes almost seamless with your limb, except for an irising mithral hatch just below your wrist.

While you are attuned to a *wand sheath*, as an action you may insert any kind of wand inside it. If an inserted wand is a magical wand, you may activate and spend charges from it as if you were holding it in your hand. If the magical wand allows you to cast spells, you ignore any somatic and inexpensive material component when casting its spells. If you have the ability to use wands as a spellcasting focus, you may use the inserted wand as a focus without having it in hand, and you ignore the somatic components for spells you cast with it.

You may eject a wand from a *wand sheath* as a bonus action.

WEAPON MOUNT

Wondrous item, common (requires attunement by a warforged)

A *weapon mount* is a hollow elongated canister of interlocking metal plates studded with Eberron dragonshards. It attaches to your arm, becoming inseparable from you as long as you're attuned to it. To attune to this item, you must hold it against your forearm for the entire attunement period.

As part of a short rest, you may attach any melee weapon that does not have the two-handed property to an attuned *weapon mount*. Once attached, you can retract the weapon into your forearm or extend it from there as a bonus action. While the weapon is extended, you can use it as if you were holding it, and you can't use that hand for other purposes.

The weapon you attach retains its former nature. A nonmagical weapon does not become magical, and a magical weapon retains all of its magical properties. If you attach a magical weapon that requires attunement, it shares the same attunement slot as the *weapon mount* itself while attached. You may detach a weapon from the *weapon mount* at the end of a short rest.



The Demon Wastes

The Demon Wastes are aptly named, as the land northwest of the Shadowcrags and Icehorn Mountains is besotted with fiendish creatures, pits to Khyber, and manifest zones tied to profane planes of existence. The only humanoids to live in the Demon Wastes are the Carrion Tribes barbarians that worship fiends and the Ghaash'kala guardians of the Labyrinth. But the Demon Wastes are home to creatures far more ancient—the dreaded Lords of Dust.

The Lords of Dust

The first age after the creation of the world is known as the Age of Demons, as the demonic overlords and their fiendish servants and lieutenants were the first to dominate the world. For eons the world suffered the depredations of fiends, until the dragons—with celestial aid from their couatl allies—rediscovered the Draconic Prophecy and followed its threads to defeat the overlords. Nigh upon all of the overlords—godlike beings of pure evil incarnate—were sealed inside immense khybershard prisons, imbued with the power to lock them away by draconic arcana fueled by the Silver Flame.

Some servants of the overlords, however, remain free. While all fiends are immortal, most lose all memory when their physical forms are destroyed—and subsequently reborn inside demiplanes deep in Khyber with new personalities. This is usually sufficient to thwart a demon or rakshasa's plans and prevent reprisals. But the greatest among the demonic overlord's servants, the *prakhutu* (or "chosen speaker" in Infernal), have immense strength of will and unassailable egos, allowing them to reform with all of their memories and personality intact. Each *prakhutu* also has the ability to cast *commune* once per day, to contact their dark overlord.

Thus, after the conclusion of the Dragon–Demon War, the *prakhutu* gathered afterward in Ashtakala, the great Demon City of the Demon Wastes. These fiends agreed that their next course of action would be to study the Draconic Prophecy, and find ways to undo the binding of their demonic overlords. And so, they began manipulating the course of history from the ruins of their fiendish empire.

Very early on in researching their goals, it was discovered that the threads of the Draconic Prophecy that could lead to the unleashing of one of their godlike overlords were oftentimes mutually exclusive to the release of another. For instance, Rak Tulkhesh might once again wreak havoc and drown the world in bloodlust if "the Queen of Burning Tears is slain by her son, the Prince of Dawn". But the freeing of Sul Khatesh might depend on "the Prince of Dawn dying in his infancy at his mother's hand".

The Lords of Dust were founded as an actual organization after one too many unintentional upsets to one *prakhutu's* plans by another. The most powerful of these fiends now meet periodically in Ashtakala, calling themselves the Bleak Council, and ensure that some level of cooperation exists among them—although there are no official sanctions or punishments for fiends who *intentionally* sabotage their peers. To the Lords of Dust, such behavior often works itself out in the long run, as the immortal fiends have long memories and an infinite capacity to hold a grudge.

The Lords of Dust comprising the Bleak Council are *prakhutu*, most of which are typically unique and powerful rakshasa—fiends native to the Material Plane. However, over the long course of history, the Lords of Dust have attracted others into the ranks of the Bleak Council, such as fiends from Eberron's orbiting outer planes, powerful undead, or other non-rakshasa fiends native to Eberron—though all serve as the foremost agents of their overlords.



Ethon Panjilcuttra

Medium Fiend (Arcanist, Rakshasa), Lawful Evil

Armor Class 16 (natural armor)
Hit Points 181 (33d8 + 33)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	13 (+1)	25 (+7)	16 (+3)	20 (+5)

Saving Throws Con +7, Int +13, Wis +9
Skills Arcana +19, Deception +11, Insight +9, smith's tools +19, tinker's tools +19
Damage Vulnerabilities piercing from magic weapons wielded by good creatures
Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical attacks
Senses darkvision 60 ft., passive Perception 13
Languages Common, Infernal, Primordial
Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Demon City Automation. Any spell Ethon casts while within the city of Ashtakala does not require him to concentrate if the spell affects or mimics an object, as the city itself produces the effect. Only one casting of each spell cast this way can be in effect at any one time.

Legendary Resistance (3/Day). If Ethon fails a saving throw, he can choose to succeed instead.

Limited Magic Immunity. Ethon can't be affected or detected by spells of 6th-level or lower unless he wishes to be. He has advantage on saving throws against all other spells and magical effects.

Actions

Multiattack. Ethon casts a spell and makes one claw attack.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a greater restoration spell or similar magic.

Spellcasting. Ethon casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 21):

At will: *alter self* (unlimited duration, does not require concentration), *detect magic, detect thoughts, guidance, identify* (as an action), *light, mage hand, minor illusion, prestidigitation*
3/day each: *blade barrier*, bestow curse, charm person, dispel magic, elemental weapon*, heat metal** (6th level), *invisibility, major image, shatter* (5th level), *silence, suggestion, wall of sand* (*XGtE*)*
2/day each: *animate objects*, creation* (as an action), *fabricate* (as an action), *freedom of movement, stone shape**
1/day each: *commune* (as an action), *dominate person, fly, forbiddance* (as an action), *forcecage*, maze*, plane shift, symbol* (as an action)

*This spell is affected by Ethon's Demon City Automation trait.

Bonus Actions

Spectral Weapon. A ghostly weapon briefly manifests in a space next to a creature within 30 feet of Ethon. The weapon makes the following attack against the creature, then disappears: *Melee Spell Attack:* +13 to hit, reach 5 ft., one creature. *Hit:* 25 (4d8 + 7) force damage.

Reactions

Elemental Ward (2nd-Level Spell; 3/Day). When Ethon takes acid, cold, fire, lightning or thunder damage, he gains resistance to that damage type until the start of his next turn. This reduces the triggering damage.

Legendary Actions

Ethon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Ethon regains spent legendary actions at the start of his turn.

Attack. Ethon makes one claw attack or uses Spectral Weapon.
Analyze (Costs 2 Actions). Ethon studies up to three creatures he can see in a 90-foot cone. Ethon's attacks and spells deal an extra 10 (3d6) damage to studied creatures, and Ethon's movement does not provoke attacks of opportunity from them. Additionally, Ethon has advantage on any saving throw he must make due to a spell or ability used by a studied creature. These effects last until the end of Ethon's next turn.
Cast a Spell (Costs 3 Actions). Ethon uses his Spellcasting action.





Hektula

Medium Fiend (Rakshasa, Wizard), Lawful Evil

Armor Class 16 (natural armor)
Hit Points 192 (35d8 + 35)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	13 (+1)	27 (+8)	16 (+3)	20 (+5)

Saving Throws Dex +10, Int +15, Wis +10
Skills Arcana +22, History +22, Insight +10, Persuasion +12
Damage Vulnerabilities piercing from magic weapons wielded by good creatures
Damage Resistances damage from spells
Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical attacks
Senses darkvision 60 ft., passive Perception 13
Languages all
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Ancient Secrets. Hektula can concentrate on up to three spells at once, and her concentration cannot be broken by taking damage.

Legendary Resistance (3/Day). If Hektula fails a saving throw, she can choose to succeed instead.

Limited Magic Immunity. Hektula can't be affected or detected by spells of 6th-level or lower unless she wishes to be. She has advantage on saving throws against all other spells and magical effects.

Mistress of Magic (3/Day). When Hektula uses Spellcasting to cast a spell on her turn, she can upcast the spell as though from a spell slot 3 levels higher than minimum, to a maximum of 9th level.

Sculpt Spells. When Hektula casts a spell that forces other creatures to make a saving throw, she can choose any number of creatures she can see. These creatures automatically succeed on their saving throws against the spell. If a successful save means a chosen creature would take half damage from the spell, it instead takes no damage from it.

Actions

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a *greater restoration* spell or similar magic.

Spellcasting. Hektula casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 23, +15 to hit with spell attacks):

At will: *alter self* (unlimited duration, does not require concentration), *comprehend languages, cheat*, chill touch* (17th level), *detect thoughts, detect magic, illusory script* (as an action), *mage hand, mending* (as an action), *message, minor illusion, prestidigitation, seething eyebane**
3/short or long rest each: *cannibalize essence*, charm person, clairvoyance* (as an action), *cloak of Khyber*, enlarge/reduce, hold person, invisibility, love's end*, major image, mirror image, suggestion*
2/short or long rest each: *banishment, Bigby's hand, chain lightning, cone of cold, dimension door, disintegrate, rotting curse of Katashka*, savage curse of the Wild Heart*, scrying* (as an action), *spiteful clutch of Sakinnirot*, true seeing, wall of fire*
1/short or long rest each: *antimagic field, apocalypse from the sky** (as an action), *chain of sorrows*, commune* (as an action), *dominate person, fly, plane shift, prismatic spray, soul's treasure lost*, time stop, true seeing*

* New spells described in sidebar on the following pages

Reactions

Deflection Shield (2nd-Level Spell; 3/Day). When Hektula fails a saving throw or is hit by an attack roll, she either gains a +5 bonus to saving throws or to her AC until the start of her next turn, which can cause the triggering saving throw to succeed or the triggering attack roll to miss.

Countermagic (4th-Level Spell; 3/Day). Hektula targets one creature she can see within 120 feet of her that is casting a spell. Hektula makes an Intelligence check with advantage against a DC equal to 10 + the spell's level. On a success, the target's spell fails and has no effect.

Legendary Actions

Hektula can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Hektula regains spent legendary actions at the start of her turn.

Attack. Hektula makes one claw attack.
Cantrip. Hektula uses Spellcasting to cast a cantrip.
Mysteries of the Keeper of Secrets (Costs 2 Actions). Hektula calls upon Sul Khatesh to instantly regain the use of any spell she has already cast.
Quickened Spell (Costs 3 Actions). Hektula uses her Spellcasting action.



Mordakhesh the Shadowsword

Medium Fiend (Paladin, Zakya Amar Rakshasa), Lawful Evil

Armor Class 18 (plate)
Hit Points 190 (20d8 + 100)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	21 (+5)	15 (+2)	17 (+3)	20 (+5)

Saving Throws Str +14, Con +12, Wis +10, Cha +12
Skills Athletics +14, Insight +10, Perception +10, Persuasion +12
Damage Vulnerabilities piercing from silvered magic weapons wielded by good creatures
Damage Resistances acid, cold, fire, lightning, poison, thunder
Damage Immunities bludgeoning, piercing, and slashing damage from attacks not made with magical silvered weapons
Senses darkvision 60 ft., passive Perception 20
Languages Common, Infernal
Challenge 24 (62,000 XP) **Proficiency Bonus** +7

Aura of Rage. Mordakhesh and any humanoids that aren't hostile to him, fiends, or undead within 60 feet of him gain a bonus to melee weapon damage rolls equal to Mordakhesh's Charisma modifier (included in his attacks).

Demonic Smite (1/Turn). When Mordakhesh hits with a melee weapon attack, he may deal an additional 18 (4d8) force damage. If the target is a celestial or dragon, the extra damage increases by 18 (4d8).

Deadly Critical. Mordakhesh scores a critical hit on a roll of 19 or 20 and rolls the damage dice three times, instead of twice.

Legendary Resistance (3/Day). If Mordakhesh fails a saving throw, he can choose to succeed instead.

Limited Magic Immunity. Mordakhesh can't be affected or detected by spells of 6th-level or lower unless he wishes to be. He has advantage on saving throws against all other spells and magical effects.

Actions

Multiattack. Mordakhesh makes four melee weapon attacks.

Shadow Greatsword. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 30 (2d6 + 12 plus 2d10) force damage and if the target is a creature it must make a DC 22 Strength saving throw. On a failure, the target drops one item it is holding of Mordakhesh's choice, it is pushed up to 20 feet away from him, or it is knocked prone.

Chromatic Orb (5th-Level Spell). *Ranged Spell Attack:* +12 to hit, range 120 ft., one creature. *Hit:* 31 (7d8) damage of a type chosen by Mordakhesh: acid, cold, fire, lightning, poison, or thunder.

Spellcasting. Mordakhesh casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 20, +12 to hit with spell attacks):

At will: *alter self* (unlimited duration, does not require concentration), *chromatic orb* (2nd level; see above), *command, detect thoughts*
3/day each: *banishment, cloud of daggers, darkness, destructive wave, fly, hold person mass suggestion, suggestion, true seeing*
2/day each: *animate dead* (as an action), *bestow curse, blight, confusion, death ward, dimension door, dispel magic, fear*
1/day each: *commune* (as an action), *contagion, dominate person, circle of power, dispel evil and good, geas* (as an action), *vampiric touch* (6th level)

Reactions

Hellish Rebuke (2nd-Level Spell). Mordakhesh points his finger at one creature within 60 feet of him that just dealt damage to him. The creature must make a DC 20 Dexterity saving throw, taking 16 (3d10) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Mordakhesh can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Mordakhesh regains spent legendary actions at the start of his turn.

Assault. Mordakhesh makes one weapon attack and uses Demonic Smite if he hits, or he uses his Spellcasting action to cast *chromatic orb.*
Overlord's Command (Costs 2 Actions). Mordakhesh targets up to six allies that he can see within 60 feet of him. If a target can see and hear him, the target can make one weapon attack as a reaction and gains advantage on the attack roll.
Blackguard (Costs 3 Actions). Mordakhesh uses his Spellcasting action.



PEACEKILLER

Weapon (greatsword), artifact (requires attunement by a barbarian)

This massive, jagged greatsword is formed entirely from a single Khyber dragonshard, glowing with threads of crimson light within.

Diplomacy's End. Whether or not a creature is attuned to *Peacekiller*, all ability checks made to resolve conflicts nonviolently within 6 miles of it are made with disadvantage.

Magic Weapon. The *Peacekiller* is a magic weapon that grants a +3 bonus to attack and damage rolls made with it.

Random Properties. The *Peacekiller* has the following random properties (see the *Dungeon Master's Guide*).

- 1 major beneficial property
- 1 minor detrimental property

Impaling Handle. The upper half of *Peacekiller's* grip is festooned with razor-sharp spikes, requiring you to impale one of your hands on the grip to effectively wield the blade. Although painful, this is surprisingly bloodless and doesn't deal damage to you. However, once you impale a hand on *Peacekiller*'s handle, the spikes splinter and widen, making it impossible for you to be disarmed of it while that hand is still attached to your body. You cannot use that hand for anything other than holding *Peacekiller*.

Carnal Rage. While you are wielding *Peacekiller* and raging, you and any of your allies within 6 miles of you that are also raging deal an extra 2d10 force damage with melee weapon attacks.

Summon Fiends. While you are wielding *Peacekiller*, you can use an action to conjure 3d6 fiends that have a challenge no higher than 3. The fiends you summon are all of one kind, and appear in unoccupied spaces you can see within 300 feet of you. The conjured fiends obey your commands until they are destroyed or the next dawn, at which time they disappear back from whence they came. Once you use this property of *Peacekiller*, you cannot do so again until you finish seven long rests.



Kashtarhak, the Voice of Chaos

Medium Fiend (Shapechanger, Sorcerer), Lawful Evil

Armor Class 17 (Mage Armor)
Hit Points 285 (30d8 + 150)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	20 (+5)	20 (+5)	20 (+5)	26 (+8)

Saving Throws DEX +11, CON +12, CHA +15
Skills Arcana +12, Deception +22, Insight +12, Persuasion +22
Damage Immunities Poison, Psychic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Exhaustion, Frightened, Poisoned
Senses Truesight 120 ft., Passive Perception 20
Languages All, Telepathy 120 ft.
Challenge 24 (62,000 XP) **Proficiency Bonus** +7

Calculated Error. Whenever Kashtarhak fails to counterspell a spell, or unsuccessfully uses his Deceptive Magic Immunity reaction, he regains the use of his reaction. Additionally, whenever Kashtarhak suffers disadvantage on an ability check, attack roll, or saving throw, he gains advantage on the next ability check, attack roll, or saving throw he makes.

Mythic Resistance. Whenever Kashtarhak fails a saving throw, he can choose to expend one of his unspent legendary actions to succeed instead.

Master of Manipulations. Kashtarhak has advantage on Charisma ability checks, and whenever he casts a spell of 1st level or higher he can choose to apply one of the following benefits to that spell.
Enhanced Range. If the spell normally has a range of touch or self, it instead has a range of 30 feet. If the spell normally has a range of 30 feet or greater, its range is instead tripled.
Insuperable Magic. Whenever a creature attempts to counter, or dispel this spell, it rolls against Kashtarhak's spell save DC (23) rather than the spells level and it does so with disadvantage.
Piercing Elements. If the spell deals acid, cold, fire, lightning, poison, or thunder damage to a creature that would normally be immune to the associated damage type, instead has resistance to that damage. If the target is normally resistant to the associated damage type, it is instead not resistant.

Spellcasting. Kashtarhak is a 20th-level spellcaster. His spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). Kashtarhak has following sorcerer spells prepared:
Cantrips (at will): *fire bolt*, *mind sliver*, *ray of frost*
1st level (6 slots): *chaos bolt*, *chromatic orb*, *mage armor*, *shield*
2nd level (5 slots): *blur*, *hold person*, *mirror image*, *tasha's mind whip*
3rd level (4 slots): *counterspell*, *dispel magic*, *fireball*, *slow*
4th level (3 slots): *confusion*, *dimension door*, *raulothim's psychic lance*
5th level (3 slots): *cone of cold*, *immolation*, *synaptic static*
6th level (3 slots): *chain lightning*, *disintegrate*, *scatter*
7th level (2 slots): *crown of stars*, *delayed blast fireball*
8th level (1 slots): *feeblemind*
9th level (1 slots): *meteor swarm*

Actions

Multispell. Kashtarhak casts up to two spells, the combined level of which can be no greater than 9th level.

Multiattack. Kashtarhak uses Words of Discord, then makes an Enchanting Bolt attack. Alternatively, Kashtarhak makes three Claw attacks, then uses Oathbreaker if available.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 11 (2d10) psychic damage. If the target is a creature, its Intelligence score is reduced by 1. If a creatures Intelligence score is reduced to 0 in this manner, it is stunned until a *heal* spell or similar magic is cast on it.

Enchanting Bolt. *Ranged or Melee Spell Attack:* +15 to hit, range 5 ft. or 120 ft., one target. *Hit:* 35 (6d8 + 8) psychic damage. If the target is a creature, it must make a DC 23 Wisdom saving throw or become affected by the *dominate monster* spell until the end of Kashtarhak's next turn. A creature normally immune to the charmed condition instead has advantage on this saving throw.

Words of Discord. Kashtarhak's words have caused the fall of whole empires, and hold immense power. Kashtarhak targets one creature he can see within 120 feet of him with one of the following effects.
Slaying Word. Kashtarhak compels the target to die. The target must make a DC 23 Constitution saving throw losing hit points equal to half its hit point maximum on a failed saving throw, or a quarter of its current hit points on a successful save.
Frightful Word. Kashtarhak instills his target with immeasurable fear. The target must make a DC 23 Wisdom saving throw or become frightened of Kashtarhak for 1 minute on a failed saving save. While so frightened, an affected creature must use every resource available (action, bonus action, movement, applicable spells, etc.) to it on its turn to move as far away from Kashtarhak as possible, then lay prone. On a successful save, an affected creature has disadvantage on attack rolls against Kashtarhak until the end of its next turn. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
Enchanting Word. Kashtarhak attempts to bend the target to his will. The target must make a DC 23 Charisma saving throw or become charmed by Kashtarhak for 1 minute. While so charmed, an affected creature takes 10 psychic damage at the start of each of its turns, and must obey every verbal or telepathic command given to it by Kashtarhak (no action required) whether it leads to harm or not. If a creature fails the saving throw by 10 or more, it is permanently charmed by Kashtarhak until the condition is removed. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success unless it was permanently charmed. On a successful saving throw, an affected creature takes 20 psychic damage.

Oathbreaker (Recharge 5-6). Kashtarhak targets a creature he can see within 120 feet of him, and attempts to shatter its mental resolve. The target must make a DC 23 Charisma saving throw. On a failed saving throw, an affected creature can only attack former allies and the first attack it makes against a former ally is done so with advantage, deals maximum damage, and is considered a critical hit. On a successful saving throw, an affected creature must move up to half its speed and make one attack against a creature of Kashtarhak's choice. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Deceiver's Translocation. Kashtarhak, as well as any equipment he is wearing or carrying can teleport to an unoccupied space he can see within 60 feet of him.

Reactions

Deceptive Magic Immunity. When Kashtarhak is affected by a spell or magical effect, he can use his reaction to make a Charisma (Deception) check versus the spell or effects save DC. On a success, Kashtarhak is unaffected and a creature of his choice that he can see within 60 feet of him is affected instead.

Legendary Actions

Kashtarhak can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Kashtarhak regains spent legendary actions at the start of his turn.

Strike. Kashtarhak makes a Claw attack, or casts a Cantrip.

Oathbreaker's Will (Costs 2 Actions). Kashtarhak casts a spell of 4th level or lower, or he makes an Enchanting Bolt attack.

Prakhutu's Might (Costs 3 Actions). Kashtarhak casts a spell of 5th level or higher, uses Words of Discord, or he recharges his Oathbreaker action.



Durastoran Wyrmbreaker

Medium Fiend (Ak'chazzar Rakshasa), Lawful Evil

Armor Class 17 (natural armor)
Hit Points 240 (37d8 + 74)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	20 (+5)	22 (+6)	27 (+8)

Saving Throws Dex +11, Con +9, Wis +13
Skills Arcana +19, Deception +15, History +19, Insight +13
Damage Vulnerabilities piercing from magic weapons wielded by good creatures
Damage Immunities necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks
Senses truesight 120 ft., passive Perception 16
Languages Common, Draconic, Elvish, Giant, Infernal
Challenge 24 (62,000 XP) **Proficiency Bonus** +7

Legendary Resistance (3/Day). If Durastoran fails a saving throw, he can choose to succeed instead.

Limited Magic Immunity. Durastoran can't be affected or detected by spells of 6th-level or lower unless he wishes to be. He has advantage on saving throws against all other spells and magical effects.

Actions

Multiattack. Durastoran casts a spell and makes two claw attacks.

Claw. *Melee weapon attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Force Lance (5th-Level Spell). *Ranged Spell Attack:* automatically hits, range 120 ft., one target. *Hit:* 25 (5d6 + 8) force damage.

Command Undead (Recharges after a Short or Long Rest). Durastoran targets one undead creature it can see within 30 feet of him. The target must make a DC 23 Charisma saving throw. On a failed save, the target must obey Durastoran's verbal commands until it or he is slain. An undead creature with a greater challenge rating than Durastoran is unaffected by this ability. Durastoran can control a total number of undead this way equal to his Charisma modifier (8 undead). If he successfully gains control of more undead than he can control, the earliest affected undead creature is no longer under Durastoran's control.

Spellcasting. Durastoran casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 23, +15 to hit with spell attacks):

At will: *alter self* (unlimited duration, does not require concentration), *charm person, detect magic, detect thoughts, mage hand, prestidigitation, ray of enfeeblement*
3/day each: *animate dead* (as an action), *blindness/deafness, darkness, fly, mirror image, plane shift, ray of sickness* (5th level), *stinking cloud, true seeing*
2/day each: *disintegrate* (9th level), *dominate person, greater invisibility*
1/day each: *commune* (as an action), *dominate monster, foresight* (as an action), *prismatic spray*

* Durastoran casts *foresight* on himself before combat.

Reactions

Seal Fate (5/Day). When Durastoran or a creature he can see within 30 feet of him makes an attack roll, ability check, or saving throw, Durastoran can choose to add 10 to the roll or subtract 10 from the roll.

Legendary Actions

Durastoran can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Durastoran regains spent legendary actions at the start of his turn.

Assault. Durastoran makes a Force Lance or claw attack.
Shadow Step. While in dim light or darkness, Durastoran can use a bonus action to teleport up to 30 feet to an unoccupied space that is also in dim light or darkness.
Cast a Spell (Costs 2 Actions). Durastoran uses Spellcasting.
Pain Wave (Costs 3 Actions). Durastoran projects a wave of agony-inducing necromantic energy. Every creature within a 20-foot radius of him must make a DC 23 Constitution saving throw. On a failed save, a creature takes 45 (10d8) necrotic damage and has disadvantage on attack rolls and ability checks and until the end of its next turn. On a successful save, a creature takes half damage but suffers no other effect.

Regardless of success or failure, any creature that takes damage from Pain Wave is cursed. The magical curse takes effect whenever the creature takes a short or long rest, filling the creature's thoughts with horrible images and dreams. The cursed creature gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a *greater restoration* spell or similar magic.





Shalashar

Medium Fiend (Oinoloth, Yugoloth), Neutral Evil

Armor Class 17 (natural armor)
Hit Points 190 (20d8 + 100)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	20 (+5)	17 (+3)	20 (+5)	22 (+6)

Saving Throws Con +11, Wis +11, Cha +12
Skills Deception +12, Medicine +17, Perception +11, Persuasion +12
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison, necrotic
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 21
Languages Infernal, telepathy 60 ft.
Challenge 23 (50,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). If Shalashar fails a saving throw, she can choose to succeed instead.

Magic Resistance. Shalashar has advantage on saving throws against spells and other magical effects.

Pestilence Incarnate. Shalashar is immune to disease.

Actions

Multiattack. Shalashar uses her Transfixing Gaze and makes two claw attacks.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) force damage plus 22 (4d10) necrotic damage.

Blessing of Rot (Recharge 5–6). Shalashar touches one willing creature within 5 feet of her. The target regains all its hit points. In addition, Shalashar can end one disease on the target or remove one of the following conditions from it: blinded, deafened, paralyzed, or poisoned. The target then gains 1 level of exhaustion, and its hit point maximum is reduced by 10 (3d6). This exhaustion and hit point reduction can be removed only by a *wish* spell or by casting *greater restoration* on the target three times within the same hour. The target dies if its hit point maximum is reduced to 0.

Alternatively, Shalashar can grant the creature she touches immunity to the symptoms of disease, but not immunity to diseases themselves (thus allowing them to become infected and infect others). Shalashar can remove this immunity at any time, requiring no action, in which case the creature immediately suffers the effects of all diseases infecting it.

Transfixing Gaze. Shalashar targets one creature she can see within 30 feet of her. The target must succeed on a DC 20 Wisdom saving throw against this magic or be charmed until the end of Shalashar's next turn. While charmed in this way, the target is restrained. If the target's saving throw is successful, the target is immune to Shalashar's gaze for the next 24 hours.

Spellcasting. Shalashar casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 20; +12 to hit with spell attacks):

At will: *darkness, detect magic, dispel magic, invisibility* (self only)
3/day each: *ray of enfeeblement, ray of sickness* (9th level)
2/day each: *circle of death* (7th level), *sickening radiance* (*XGtE*)
1/day each: *commune* (as an action), *feeblemind, globe of invulnerability, wall of fire, wall of ice*

Bonus Actions

Teleport. Shalashar magically teleports, along with any equipment she is wearing or carrying, up to 60 feet to an unoccupied space she can see.

Mother of Plagues. Shalashar starts or stops emitting an aura of foulness that corrupts the area around her, out to a radius of 30 feet. The corruption follows her, but remains in any area she has traveled through and lasts for 24 hours after she leaves it or stops emitting her aura. Within a corrupted area, all normal plants wither and die, and the number of hit points restored by a spell to a creature in the area is halved.

Furthermore, when a creature moves into an area corrupted by Shalashar or starts its turn there, that creature must make a DC 20 Constitution saving throw. Creatures immune to disease automatically succeed on this save. On a successful save, the creature is immune Shalashar's corruption for 1 hour. On a failed save, the creature takes 28 (8d6) necrotic damage and is infected by a disease.

The diseased creature can't regain hit points and has disadvantage on attack rolls and ability checks. Another creature that touches the diseased creature, or remains within 20 feet of it for at least 1 minute, must make a saving throw as if they started their turn in Shalashar's corruption.

After every 24 hours that elapse, the diseased creature can repeat the saving throw. On a failed save, the creature's hit point maximum is reduced by 10 (3d6). This reduction lasts until the disease ends, and the target dies if its hit point maximum is reduced to 0. The disease ends after the creature successfully saves against it three times.

Legendary Actions

Shalashar can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Shalashar regains spent legendary actions at the start of her turn.

Attack. Shalashar makes one claw attack.
Teleport. Shalashar uses Teleport.
Bewitch (Costs 2 Actions). Shalashar uses her Transfixing Gaze.
Cast a Spell (Costs 3 Actions). Shalashar uses her Spellcasting action.



SPELLS OF ANCIENT EVIL

Hektula has hundreds of spells scribed in a library's worth of spellbooks, including all sorcerer, warlock, and wizard spells available in 5th-edition Dungeons & Dragons. More interestingly, however, she knows spells that mortal spellcasters have never seen (and lived to tell about the experience). Below are just a small sample of the unique spells she has in her library of evil lore.

At the DM's option, these spells may find their way into the hands of player characters, whether the knowledge was taught to them by a fiend, whispered to them in a dream, or researched from ancient texts such as the *Book of Vile Darkness* (a legendary artifact tome likely penned by Hektula herself).

Apocalypse from the Sky

9th-level evocation
Casting Time: 8 hours
Range: Self (200-mile radius)
Components: V, S, M (an artifact, usually one of good perverted to the use of this spell)
Duration: Concentration, up to 1 minute

When you finish casting this spell, if you are not a fiend you take 18d12 necrotic damage that cannot be mitigated in any way, your hit point maximum is reduced by an equal amount, and you suffer the effects of the *feeblemind* spell, automatically failing your saving throw. Additionally, if you are not a fiend, just knowing or having this spell prepared causes you mental strain, and you suffer disadvantage on all Intelligence, Wisdom, and Charisma checks and saving throws while you know it or it remains prepared.

When you cast this spell, you evoke the darkest forces in all of existence to rain destruction down upon the land. All creatures and objects in the spell's area (including you) take 20d6 points of fire, acid, or thunder damage (your choice). This damage is typically sufficient to wipe out forests, crumble mountains, level cities, and annihilate populations.

Cannibalize Essence

3rd-level transmutation
Casting Time: 1 action
Range: Self
Components: V, S, M (the corpse of a creature that is not a construct or elemental)
Duration: 24 hours

When you cast this spell, if you are not a fiend you take 3d12 necrotic damage that cannot be mitigated in any way.

You must consume the flesh or brain of a creature that is not a construct or elemental to cast this spell. When you do, you gain one of the following effects until the spell ends.

Consumed Might. You have advantage on Strength checks and your carrying capacity doubles.

Consumed Grace. You have advantage on Dexterity checks and you don't take damage from falling 20 feet or less while you aren't incapacitated.

Consumed Fortitude. You have advantage on Constitution checks and you gain 2d6 temporary hit points, which are lost when the spell ends.

Consumed Cunning. You have advantage on Intelligence checks.

Consumed Insight. You have advantage on Wisdom checks.

Consumed Splendor. You have advantage on Charisma checks.

At Higher Levels. When you cast this spell using a slot of 4th level or higher, you can choose to gain one additional effect for every two slot levels above 3rd. If you gain three or more effects, the spell's duration comes permanent, until dispelled.

Chain of Sorrows

7th-level conjuration
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (an object that once held sentimental value but was abandoned)
Duration: Instantaneous

When you cast this spell, if you are not a fiend you take 7d12 psychic damage that cannot be mitigated in any way and your hit point maximum is reduced by an equal amount.

You infect a creature you can see within range with infectious sorrow. The target must make a Charisma saving throw. On a failed save, the target takes 4d10 psychic damage and is cursed. On a successful save, the target takes half as much psychic damage and is not cursed.

While cursed by this spell, a creature has disadvantage on all Charisma checks and the next time it touches a creature that is not hostile to it, that creature is affected as though they were the original target of this spell.

Creatures that cannot be charmed are immune to this spell.

Cheat

Divination cantrip
Casting Time: 1 action
Range: Self
Components: M (a pair of dice made from humanoid bones)
Duration: 1 minute

When you cast this spell, if you are not a fiend you take 1 point of psychic damage that cannot be mitigated in any way.

At one point during the duration of this spell, you can alter the probability of a game, cheating the odds in your favor. You may reroll any ability check or die roll used to determine the results of the game, taking the better result.

This spell can only affect nonmagical games, such as those using mundane cards or dice. It cannot affect a game involving magic, such as an archfey's magically enforced wager, nor a magic item involved in a game, such as a *deck of many things*.

Cloak of Khyber

3rd-level illusion
Casting Time: 1 action
Range: Self
Components: V, S, M (a small Khyber dragonshard worth 50 gp)
Duration: 1 month

When you cast this spell, if you are not a fiend you take 3d12 psychic damage that cannot be mitigated in any way.

For the duration of this spell, your alignment and creature type cannot be determined by any magic or effect. Additionally, if you assume a different form through a transformation, transmutation, or illusion effect—and you stay in the same form for at least 1 hour—that form is detected by truesight as though it were your true form.

If the Khyber dragonshard used as the material component for this spell is ever more than 1 foot away from your body, the spell ends and you revert to your actual true form.



Love's End

2nd-level evocation
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous
When you cast this spell, if you are not a fiend you take 2d12 psychic damage that cannot be mitigated in any way.

You blast a greenish-black ray of evil energy at a creature you can see within range. On a hit, the target takes no damage. Instead, the target's dearest loved one (such as a mate, spouse, best friend, or family member) takes 1d10 psychic damage, regardless of the distance between the caster, target, and loved one. If the target's loved one is in an antimagic field, this spell has no effect. On the rare occurrence that the target creature has no loved one, it takes the damage instead.

At Higher Levels. When you cast this spell using a slot of 3rd level or higher, the damage increases by 1d10 for every two slot levels above 2nd.

Rotting Curse of Katashka

5th-level transmutation
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous
When you cast this spell, if you are not a fiend you take 5d12 necrotic damage that cannot be mitigated in any way.

You touch a creature, and that creature must succeed on a Charisma saving throw or become cursed. The cursed target's hit point maximum is immediately reduced by 6d6, and is reduced by an additional 1d6 every hour until its hit point maximum is reduced to 0 or until the curse is removed. If the target's hit point maximum is reduced to 0, it instantly dies.

Savage Curse of the Wild Heart

4th-level enchantment
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous
When you cast this spell, if you are not a fiend you take 4d12 psychic damage that cannot be mitigated in any way.

One creature within range must succeed on a Charisma saving throw or become cursed. On a failed save, the curse has no immediate effect, and the target doesn't realize it failed its saving throw. Every time the cursed target takes a long rest, however, it awakens for a period of 2 hours during its rest with a chaotic evil alignment and a savage, bloodthirsty personality. While in this state, the cursed target will attempt to slaughter anyone that riles their anger—and in this state, even the most innocent action could ignite hostility in the cursed creature.

When this savage state expires after 2 hours, the target goes unconscious for the remainder of their long rest, and awakens at the end of it with no memory of any action it took while in its savage state.

The cursed target gains no benefit from taking long rests while cursed. If the target reaches 6 levels of exhaustion while cursed, it doesn't die. Instead, the target falls into a deep slumber for 24 hours. When it awakens, the target is no longer cursed and its personality changes to the savage, bloodthirsty state permanently. Once a target's personality has been changed this way, its original personality can only be restored with a wish spell or similar magic.

Seething Eyebane

1st-level transmutation
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous
When you cast this spell, if you are not a fiend you take 1d12 necrotic damage that cannot be mitigated in any way.

Make a melee spell attack against a creature you can reach. On a hit, the target must make a Constitution saving throw. On a failed save, the target is permanently blinded as its eyes explode in a spray of acid, dealing 1d6 points of acid damage to each creature within a 5-foot radius of the target (including the target).

If the initial target of this spell is a construct or a creature without eyes, the spell fails. A creature's eyes destroyed by this spell can be restored by a lesser restoration spell or similar magic.

Soul's Treasure Lost

8th-level transmutation
Casting Time: 1 action
Range: 90 feet
Components: V, S, M (A ruby worth 500 gp, which the spell consumes)
Duration: Concentration, up to 1 minute
When you cast this spell, if you are not a fiend you take 8d12 necrotic damage that cannot be mitigated in any way and your hit point maximum is reduced by an equal amount.

You pronounce a word of power that is the antithesis of creation, targeting one creature you can see within range. The most magically powerful object currently in the target's personal possession (or the most valuable object if it is not carrying any magical items) is instantly disintegrated unless the target succeeds on a Charisma saving throw. If the most powerful object a target currently possesses is an artifact, the artifact is not affected by this spell, but the target's next-most-powerful item is.

Spiteful Clutch of Sakinnirot

6th-level necromancy
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute
When you cast this spell, if you are not a fiend you take 6d12 necrotic damage that cannot be mitigated in any way and your hit point maximum is reduced by an equal amount.

Channeling an abiding hatred, you reach out and snuff the heartbeat of a humanoid, beast, or giant you can see within range. The target must make a Constitution saving throw. On a failed save, the target is stunned as it feels its heart begin to seize. On a successful save, the creature isn't affected.

A creature stunned by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, it takes 5d10 necrotic damage and the spell ends. If it fails its save three times, it instantly dies. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.



Rogue: Dark Petitioner

As a rogue, you know that the path to peace and prosperity is rarely as virtuous as the Vassals of the Sovereign Host claim. Victory must be won by pragmatism, sacrifice, and the blood of those who aren't afraid to get their hands dirty—like you. With these tenets, you ask the Dark Six for the gift of their power.

Though some Dark Petitioners worship the Six as great leaders to venerate and emulate, many among the Five Nations don't hold their patrons in such high esteem. For these petitioners, their rites and rituals instead serve to appease the dark powers, and to turn the Six's attention to their enemies. Do you enjoy the power of Dol Azur's blessing on a poisoned blade? Or do you only hope that your offerings to the Mockery will cause your opponent to stumble first?

Spellcasting

3rd-Level Dark Petitioner Feature

You gain the ability to cast spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and chapter 11 for the cleric spell list.

Cantrips. You learn the *guidance* cantrip and two cantrips of your choice from the following list: *dancing lights*, *friends*, *message*, *resistance*, *spare the dying*, *thaumaturgy*, *true strike*, and *Traveler's enigma* (in the "Spells of the Six" section of this chapter). At 10th level, you learn another cantrip of your choice from this list.

Spell Slots. The Dark Petitioner Spellcasting table shows how many spell slots you have to cast your cleric spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *cure wounds* and have a 1st-level and a 2nd-level spell slot available, you can cast *cure wounds* using either slot.

Spells Known of 1st-Level and Higher. You know three 1st-level cleric spells of your choice. The Spells Known column of the Dark Petitioner Spellcasting table shows when you learn more cleric spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the cleric spells you know with another spell of your choice from the cleric spell list. The new spell must be of a level for which you have spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells, since your spells come from your appeasement or veneration of the Dark Six. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Rogue Level	Cantrips Known	Spells Known	—Spell Slots per Spell Level— 1st	2nd	3rd	4th
3rd	3	3	2	—	—	—
4th	3	4	3	—	—	—
5th	3	4	3	—	—	—
6th	3	4	3	—	—	—
7th	3	5	4	2	—	—
8th	3	6	4	2	—	—
9th	3	6	4	2	—	—
10th	4	7	4	3	—	—
11th	4	8	4	3	—	—
12th	4	8	4	3	—	—
13th	4	9	4	3	2	—
14th	4	10	4	3	2	—
15th	4	10	4	3	2	—
16th	4	11	4	3	3	—
17th	4	11	4	3	3	—
18th	4	11	4	3	3	—
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1

Pragmatic Petition

3rd-Level Dark Petitioner Feature

You ask the Six for their guidance and protection when you take advantage of an opening, no matter how dishonorable another Vassal might consider it. When you hit a creature with an attack on your turn, you can use the bonus action granted by your Cunning Action to cast one of your Dark Petitioner cantrips, regardless of its normal casting time.

Azur's Advantage

9th-Level Dark Petitioner Feature

If you roll a 1 or 2 on one or more of your Sneak Attack dice when dealing damage to a creature that is blinded, charmed, deafened, frightened, grappled, incapacitated, poisoned, prone or restrained, you can reroll those dice and must use the new roll.

Shadow's Veil

13th-Level Dark Petitioner Feature

Through careful positioning, cunning and a divine gift or two, you've learned to slip out of a weakened creature's sight. When you hit a creature with an attack, you can choose to become invisible to that creature for 1 minute or until you dismiss this effect (no action required). This invisibility ends early if you deal damage to a creature or force a creature to make a saving throw.

Once you use this feature, you can't do so again until you finish a long rest, unless you expend a spell slot to use this feature again.

Keeper's End

17th-Level Dark Petitioner Feature

When you reduce a creature to 0 hit points, you can steal that creature's soul and keep it joined with your own. While a creature's soul is joined to yours, that creature can be restored to life only by a *wish* spell.

Additionally, when you have to make a death saving throw, you can instead choose to release a soul you have stolen. When you do so, you regain 1 hit point, and that soul is no longer joined to yours.

Forbidden Feat

The following feat reflects a connection to the Shadow that grants knowledge of forbidden magics. With the DM's permission, this feat can be used with the optional feat rule in the *Player's Handbook*.

Shadow's Metamagic

Prerequisite: Spellcasting or Pact Magic Feature

You've learned the forbidden secrets of the Shadow, allowing you to alter how your spells function:

- You learn two Metamagic options of your choice from the Forbidden Metamagic list. You can use only one Metamagic option on a spell when you cast it, unless the option says otherwise. Whenever you reach a level that grants the Ability Score Improvement feature, you can replace one of these Metamagic options with another one from the Forbidden Metamagic list.
- You gain 2 sorcery points to spend on Metamagic (these points are added to any sorcery points you have from another source but can be used only on Metamagic). You regain all spent sorcery points when you finish a long rest.

Forbidden Metamagic

A character with the Shadow's Metamagic feat (see previous section) gains access to the following Metamagic options. With the DM's permission, other characters with the Metamagic feature might also be able to choose these Metamagic options.

Doomed Twin

When you cast a spell that targets only one creature, doesn't have a range of self, and doesn't inflict the charmed condition, you can spend 2 sorcery points to target a second creature in range with the same spell. When you do, the DM chooses a third creature within range (other than yourself) to target with the same spell. If the spell provides a choice of effects, the DM picks the effects on the third target for the duration of your spell.

If the creatures you twinned the spell between are your allies, the DM typically chooses an enemy to benefit from the spell. If the creatures you twinned the spell between are your enemies, the DM typically chooses an ally to harm with the spell. You can only use Doomed Twin if the DM agrees there is a third target meeting that criteria within range for them to affect, or if you and the DM both agree for them to choose a third target outside the normal range of that spell.

To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, *magic missile* and *scorching ray* aren't eligible, but *ray of frost* and *chromatic orb* are.

Defiled Gift

When you cast a spell that restores hit points to a creature, you can spend 1 sorcery point to roll a number of d6 equal to your proficiency bonus. One target of the spell regains that many additional hit points, and you or one willing creature within your reach takes necrotic damage equal to half the number of additional hit points restored. This damage can't be reduced in any way.

Shadow's Toll

You can spend up to 5 sorcery points to push yourself to cast a spell of a level equal to the number of sorcery points spent. To do so, you must normally have spell slots of that level but have expended all slots of that level. When you do so, you cast that spell with its normal casting time without expending a spell slot. Immediately afterward, a number of **shadows** equal to the number of sorcery points you spent appear in unoccupied spaces next to you and take their turns immediately after you. They are hostile to you and your companions, and attack you on their turns if able. Each shadow remains for 1 minute or until reduced to 0 hit points.

Blood Debt

When you cast a spell of 1st level or higher, you can spend any number of sorcery points to gain twice that many sorcery points. When you do so, you gain a number of levels of exhaustion equal to the number of sorcery points you spent. You must use these newly gained sorcery points before the end of your turn or they are lost as if you'd spent them.

You can use Blood Debt even if you have already used a different Metamagic option during the casting of the spell.

Reverse Speech

When you cast a spell with verbal components, you can speak them backward and spend 1 sorcery point to reveal hidden meanings in your utterances. For the duration of the spell, each target that knows at least one language and can hear you understands what you say. In addition, if the spell would cause a target to be charmed, you can instead choose for that creature to be frightened instead, and vice versa, though all other effects of the spell apply as if the original condition were in effect. If the spell targets multiple creatures, you can choose whether to charm or frighten each creature separately.

RAK TULKHESH

The overlord known to most only as the Rage of War, Rak Tulkhesh is the embodiment of the anger, hatred, and envy that drives a person to violence. Every fist raised in enmity is the will of Rak Tulkhesh made manifest, and as long as swords are raised in the name of conquest anywhere in reality, he can never truly be defeated.

Rak Tulkhesh's prison was shattered long ago, but his essence remained bound to its pieces by the Silver Flame, divided among several shards and spreading his influence thin. The Last War strengthened him, however, as atrocities were committed on all sides over that hundred-year conflict. Now, though the shards containing him have drifted far apart, his influence seeps from them, stoking the fires of hatred in the hearts of mortals nearby.

It is quite possible that this is a sign, that the time of Rak Tulkhesh's release is nigh. If the time of the Prophecy is at hand and the shards of his prison are brought together in the correct fashion, his essence will be released. The Rage of War will take his preferred physical form once more—that of a unique, draconic, demonic-centaur-like creature of immense proportions—and begin to wreak bloody havoc across the world.

Should this come to pass, heroes only have a very limited window of opportunity to confront him before he fully awakens. If they manage to do so, player characters can confront Rak Tulkhesh as he appears in *Eberron: Rising from the Last War*. Should enough of Rak Tulkhesh's god-like power start to awaken, however, reality itself starts to bend under the weight of his evil, represented by the lair actions, regional effects, and statistics below.

Immortal Nature. Rak Tulkhesh doesn't require air, food, drink or sleep. He also can't die permanently. Upon his death, he reforms in the Bitter Shield, his heart demiplane within Khyber, from which his existence stems. He becomes active again at a time set by the DM.

RAK TULKHESH'S LAIR

The very weight of Rak Tulkhesh's evil presence bends reality around him, forming a lair that radiates from him in an aura that extends out to a distance of 700 feet. This lair emanates from Rak Tulkhesh's physical form, moving with him, and remains in existence until his physical form is destroyed. By manipulating his own aura, Rak Tulkhesh can take lair actions.

Lair Actions. On initiative count 20 (losing initiative ties), Sul Khatesh takes a lair action to cause one of the following effects:

- Rak Tulkhesh instills all other creatures in his lair with dread. They are frightened until the next initiative count 20.
- All allies of Rak Tulkhesh in his lair have advantage on attack rolls, ability checks, and saving throws, and all enemies of Rak Tulkhesh in his lair have disadvantage on attack rolls, ability checks, and saving throws. Creatures immune to the charmed condition are immune to this effect. This effect lasts until the next initiative count 20.
- Rak Tulkhesh's targets one creature within his lair. The target must make a DC 27 Wisdom saving throw. On a failure, the target immediately moves up to its speed directly toward another creature of Rak Tulkhesh's choice, until it is within the target's melee reach. This movement provokes opportunity attacks. The target then makes a melee weapon attack with advantage against the other creature. Creatures immune to the charmed condition are immune to this effect.

Regional Effects. Once enough of his true power is made manifest, Rak Tulkhesh's influence alters reality as far as hundreds of miles in all directions. As one of the first true children of Khyber, the Rage of War is one of the most powerful overlords, and it is possible that if left unchallenged, the sphere of his influence could eventually spread across the entire world.

Within the domain of his influence, Rak Tulkhesh can produce any of the following effects:

- Rak Tulkhesh can sense the direction and distance, accurate to within a mile, between his physical form and any battle, riot, or massacre involving at least 100 humanoids that takes place within his influence, though he gains no further information about the nature of the conflict.
- Rak Tulkhesh can telepathically communicate as if present at and sense any location within his domain where blood was shed specifically in his name.
- Within the range of Rak Tulkhesh's influence, Charisma checks made to influence creatures peacefully or resolve situations nonviolently are made with disadvantage
- Any humanoid creature within Rak Tulkhesh's domain may choose to make any attack roll with advantage by giving into their anger and hatred, if only for an instant. If a creature chooses to attack with advantage, and the attack roll would not have advantage for a reason other than this regional effect, it must succeed on a DC 27 Wisdom saving throw at the end of its turn or have its alignment magically shifted to evil. Once a humanoid's alignment is changed this way, its original alignment can only be restored while it is not in combat, and only with *wish* or *greater restoration* cast from a 9th-level spell slot. Once a humanoid's original alignment is restored, it cannot gain advantage on attack rolls due to this regional effect for 24 hours, after which it can decide to do so again if it is still within the Rak Tulkhesh's domain.
- As an action, Rak Tulkhesh can choose to temporarily imbue any evil humanoid within his influence with greater martial prowess. The imbued creature gains 20 temporary hit points and for 1 minute, whenever the imbued creature hits a target creature with a melee weapon attack, the attack deals an extra 11 (2d10) damage of the weapon's type, and the target must make a DC 15 Strength saving throw. On a failure, the imbued creature can push the target up to 10 feet away from it, knock the target prone, or make the target drop one item it is holding of the imbued creature's choice.

Even while bound by the Silver Flame, Rak Tulkhesh can stoke hostility and dampen empathy near the shards of his shattered prison. Taking the form of Khyber dragonshards with glowing threads of blood-red light within, the pieces of Rak Tulkhesh's prison vary in size, with larger pieces radiating a larger area of effect than smaller ones.

With the area of effect of one of his prison's shards, Charisma checks made to influence creatures peacefully or resolve situations nonviolently are made with disadvantage. However, each prison-shard is unique, and may possess even greater effects. For example, the Razor Wind tribe of the Demon Wastes is said to possess the largest shard of Rak Tulkhesh's prison, which enhances their entire tribe's barbarian rage and lets them summon demons into battle.



Rak Tulkhesh

Gargantuan fiend (overlord), lawful evil

Armor Class 23 (natural armor; 25 versus ranged attacks)
Hit Points 610 (33d20 + 264)
Speed 40 ft.., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30(+10)	19 (+4)	27 (+8)	21 (+5)	22 (+6)	30(+10)

Saving Throws Str +19, Con +17, Wis +15, Cha +19
Skills Athletics +28, Intimidation +28, Perception +15
Damage Resistances cold, fire, force, lightning, thunder
Damage Immunities poison; bludgeoning, piercing, and slashing from weapons not wielded by good creatures
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned
Senses truesight 120 ft., passive Perception 25
Languages all, telepathy 150 ft.
Challenge 30 (155,000 XP)

Limited Magic Immunity. Rak Tulkhesh can't be affected or detected by spells of 6th level or lower unless he wishes to be. Rak Tulkhesh has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting. Rak Tulkhesh's spellcasting ability is Charisma (spell save DC 27, +19 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *detect thoughts, dispel magic, spirit guardians*
3/day each: *banishing smite, blinding smite, staggering smite*

Immortal Body. Rak Tulkhesh cannot have his maximum hit points reduced, and he is immune to disease and any spell or effect that would alter his form, unless he wishes to be affected.

Legendary Resistance (5/Day). If Rak Tulkhesh fails a saving throw, he can choose to succeed instead.

Deadly Critical. Rak Tulkhesh scores a critical hit on a roll of 19 or 20 and rolls the damage dice three times, instead of twice.

Hurricane of Weapons. A magical aura of weapons surrounds Rak Tulkhesh in a 50 foot radius. At the start of each of his turns, any other creature in the aura takes 14 (4d6) force damage.

Actions

Master Multiattack. Rak Tulkhesh makes four weapon attacks. The target of each attack must succeed on a DC 27 Strength saving throw. On a failure, the target drops one item it is holding of Rak Tulkhesh's choice, is pushed up to 40 feet away from Rak Tulkhesh, or is knocked prone.

Spawned Melee Weapon. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 42 (5d12 + 10) force damage.

Spawned Ranged Weapon. *Ranged Weapon Attack:* +13 to hit, range 150/600 ft., one target. *Hit:* 31 (5d10 + 4) force damage.

Change Form. Rak Tulkhesh can assume the form of any creature or being, or a unique shape. The form can be of any size. His statistics do not change, regardless of form, and he maintains the form indefinitely until a new form is chosen. Truesight reveals that Rak Tulkhesh's form is an assumed one, but does not reveal his true form, for he doesn't truly have one.

Legendary Actions

Rak Tulkhesh can take 5 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Rak Tulkhesh regains spent legendary actions at the start of his turn.

Attack. Rak Tulkhesh makes one weapon attack.
End Magic (Costs 2 Actions). Rak Tulkhesh casts *dispel magic.*
Martial Domination (Costs 2 Actions). Rak Tulkhesh makes a melee weapon attack and uses any maneuver from the Battle Master martial archetype that applies to a weapon attack he makes, using 19 (3d12) as his superiority die roll.
Razor Storm (Costs 3 Actions). Rak Tulkhesh bursts apart into a swarm of magical razors that fills a cube that is 20 feet on a side. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a razor-thin blade. The swarm then moves up to 80 feet without provoking opportunity attacks and reforms into Rak Tulkhesh's physical form at the end of the movement. Each creature that shared a space with the swarm at any point must make a DC 27 Constitution saving throw. On a failure, a creature's current and maximum hit points are reduced by 21 (6d6) and it must repeat the save at the end of each of its turns, suffering this reduction again on subsequent failures. If this effect reduces a creature's maximum hit points to 0, it dies. On a successful saving throw, a creature doesn't suffer any reduction and the effect ends. A creature's hit point maximum is restored when it finishes a short or long rest.
The Rage of War (Costs 3 Actions). Each creature within 700 feet of Rak Tulkhesh must succeed on a DC 27 Wisdom saving throw or use its reaction to make two weapon attacks against a random creature (other than Rak Tulkhesh) within their weapon's reach or range, throwing a melee weapon if necessary. These attacks are made with advantage and gain a +8 bonus to the damage roll. A creature can choose to fail this saving throw if it wishes.



Erandis Vol (Thaliost)

Medium Undead, Neutral Evil

Armor Class 21 natural armor
Hit Points 199 (21d8 + 105)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	20 (+5)	27 (+8)	21 (+5)	24 (+7)

Saving Throws CON +12, INT +15, WIS +12
Skills Animal Handling +12, Arcana +15, History +15, Insight +12, Perception +12
Damage Immunities Necrotic, Poison; Bludgeoning, Piercing, and Slashing that is Nonmagical
Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Stunned
Senses Truesight 120, Passive Perception 22
Languages Common, Draconic, Elvish
Challenge 22 (41,000 XP) **Proficiency Bonus** +7

Legendary Resistance (3/Day). If Erandis fails a saving throw, she can choose to succeed instead.

Shimmering. Ranged weapon attacks against you have disadvantage whilst you are within 5 feet of another creature

Corrupted Metamagic. Erandis starts the day with 5 sorcery points. when Erandis rolls any Hit Dice to recover hit points while she is carrying the bloodwell vial, she can regain 5 sorcery points. This property of the vial can't be used again until the next dawn. Erandis knows the following metamagic: Twinned, Quickened, Distant, Careful.

Magic Resistance. Erandis has advantage on saving throws against spells and other magical effects.

Rejuvenation. Erandis's body turns to dust when she drops to 0 hit points, and her equipment is left behind. She gains a new body after 1d10 days, regaining all her hit points and becoming active again. The new body appears within two hundred miles of the location at which she was destroyed.

Bloodthirsty Strikes. The blood fury tattoo has 10 charges, and it regains all expended charges daily at dawn. While this tattoo is on Erandis's skin, she gains the following benefits:

- When you hit a creature with a weapon attack, you can expend a charge to deal an extra 4d6 necrotic damage to the target, and you regain a number of hit points equal to the necrotic damage dealt.
- When a creature you can see damages you, you can expend a charge and use your reaction to make a melee attack against that creature, with advantage on your attack roll.

Spellcasting. Erandis is a 20th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 26, +20 to hit with spell attacks). Erandis has the following wizard spells prepared:

Cantrips (at will): *chill touch* (see "Actions" below), *fire bolt*, *mage hand*, *prestidigitation*, *ray of frost*

1st level (4 slots): *magic missile*, *shield*, *sleep*, *animal friendship*,*speak with animals*

2nd level (3 slots): *blur*, *detect thoughts*, *mirror image*,*beast sense*,*calm emotions*

3rd level (3 slots): *animate dead*, *counterspell*, *fireball*, *fly*, *lightning bolt*,*beacon of hope*,*conjure animals*

4th level (3 slots): *blight*, *confusion*, *polymorph*,*aura of life*,*dominate beast*

5th level (3 slots): *cloudkill*, *cone of cold*, *hold monster*, *scrying*,]spell]awaken[/spell]

6th level (2 slot): *chain lightning*, *circle of death*, *create undead*

7th level (2 slot): *finger of death*, *forcecage*, *prismatic spray*

8th level (1 slot): *incendiary cloud*, *maze*

9th level (1 slot): *power word kill*, *time stop*

1/day: *dominate beast*

Power Surge. Once per day you can use a spell slot to cast a spell you know of up to 2 levels higher than that of the spell slot

Actions

Chill Touch (Cantrip). *Ranged Spell Attack:* +20 to hit, range 120 ft., one creature. *Hit:* 18 (4d8) necrotic damage, and the target can't regain hit points until the start of Erandis's next turn. If the target is undead, it also has disadvantage on attack rolls against Erandis until the end of her next turn.

Paralyzing Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 13 (3d6 + 3) slashing damage plus 10 (3d6) cold damage, and the target must succeed on a DC 20 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Poison Breath (Recharge 5–6). Erandis exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 20 Constitution saving throw. On a failed save, a creature takes 35 (10d6) poison damage and is poisoned for 1 minute. While poisoned in this way, the creature can't regain hit points. On a successful save, the creature takes half as much damage and isn't poisoned.

A humanoid reduced to 0 hit points by this damage dies and rises at the start of Erandis's next turn as a zombie. The zombie acts immediately after Erandis in the initiative count and is permanently under her command, following her verbal orders.

Hardy. You can use an action to spend up to half your hit dice, recovering that much health. You must complete a long rest before you can use this ability again.

Beacon. You can use an action to plant this weapon in the ground. For the next 1 minute, whilst your weapon remains planted, the weapon glows with a divine light, shining bright light in a 30-foot radius, and dim light for an additional 30-foot. All allies within 15 feet gain a +1 bonus to their AC, and their attacks deal d6 additional force damage. Any ally that can draw line of sight to the weapon can take a bonus action to move up to half their movement towards the weapon. This movement doesn't provoke opportunity attacks. You must complete a short or long rest before you can use this ability again.



Malleon Kas (Sharn)

Medium Undead, Lawful Evil

Armor Class 23 Studded Leather
Hit Points 212 (25d8 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	20 (+5)	18 (+4)	14 (+2)	18 (+4)	23 (+6)

Saving Throws STR +15, DEX +12, CON +11, INT +9, WIS +11, CHA +13
Skills Intimidation +27, Perception +11, Persuasion +13, Survival +11
Damage Immunities Necrotic, Poison, Psychic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Stunned
Senses Darkvision 120 ft, Passive Perception 21
Languages Common, Reidran, Goblin
Challenge 23 (50,000 XP) **Proficiency Bonus** +7

Armor of Shadows. Malleon's Armor Class includes his Charisma modifier.

Action Surge (Recharges 4–6). Malleon takes an extra action on his turn.

Legendary Resistance (3/Day). If Malleon fails a saving throw, he can choose to succeed instead.

Rejuvenation. When Malleon's body is destroyed, his soul lingers. After 24 hours, the soul inhabits and animates another humanoid corpse on the same plane of existence and he regains all his hit points. Malleon's soul can only be prevented from returning if there is no target for his vengeance left alive.

Turn Immunity. Malleon is immune to effects that turn undead. Vengeful Tracker. Malleon knows the distance to and direction of any creature against which he seeks revenge, even if the creature and Malleon are on different planes of existence. If a creature being tracked by Malleon dies, he knows.

Wrathful Strike. Malleon's attacks deal an extra 14 (4d6) damage if the target is a creature against which Malleon has sworn vengeance.

Special Equipment. While Malleon has a body, he may summon the Sword of Kas to his side as an action. This legendary artifact is sentient and grants Malleon a +3 bonus to attack and damage rolls made with it and it scores a critical hit on a roll of 19 or 20. The Sword of Kas deals an extra 2d10 slashing damage to goblinoids, and allows Malleon to cast one of the following spells once between each dawn (spell save DC 18): call lightning, divine word, or finger of death.

Additionally, the sword allows Malleon to roll a d10 and add the result to his initiative at the start of every combat, and when he makes an attack with it, he can transfer some or all of the weapon's attack bonus to his Armor Class instead. The adjusted bonuses remain in effect until the start of Malleon's next turn.

Actions

Multiattack. Malleon uses Vengeful Glare and makes four attacks.

Sword of Kas. Melee Weapon Attack: +18 to hit, reach 5 ft., one target. Hit: 12 (1d8 + 11) slashing damage, or 13 (1d10 + 11) slashing damage if used with two hands. This weapon does an extra 4d6 to humanoids. When you reduce a creature to 0 hit points with this weapon, you gain advantage on your next attack.

Fist. Melee Weapon Attack: +15 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 11) bludgeoning damage. Instead of dealing damage, Malleon can grapple the target (escape DC 21) provided the target is Large or smaller.

Vengeful Glare. Malleon targets one creature he can see within 30 feet of him and against which he has sworn vengeance. The target must make a DC 21 Wisdom saving throw. On a failure, the target is paralyzed until Malleon deals damage to it, or until the end of Malleon's next turn. When the paralysis ends, the target is frightened of Malleon for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see Malleon, ending the frightened condition on itself on a success.

Master's Call (1/Day). Malleon summons up to six undead goblinoids. These undead goblinoids use the statistics of zombies, skeletons, or shadows (chosen by Malleon when he summons them; see the Monster Manual). Undead goblinoids summoned by Malleon act on their own initiative count and are under Malleon's permanent control.

Antimagic Armor. While you wear this armor, you can use it to cast **Antimagic Field,** requiring no spell components. Once this property is used, it can't be used again until the next dawn.

Reactions

En Guard.

When you or an ally within 5ft is the target of an attack you can see, you can use your reaction for one of the following benefits:

• +5 bonus AC to the target for the duration of the attack.

• After the attack you may move up to your speed. This movement doesn't provoke opportunity attacks

• Make a melee weapon attack against the attacking creature.

• Gain advantage against the attacking creature until the end of your next turn.

You must complete a short or long rest before you can use this ability again.

Antimagic Armor. While wearing this armor, you can use your reaction to give yourself advantage on a saving throw you make against a spell. Once this property is used, it can't be used again until the next dawn.



Vikari (Thaliost)

Medium Fiend, Chaotic Evil

Armor Class 21 Studded Leather +2
Hit Points 175 (27d8 + 54)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	13 (+1)	18 (+4)	24 (+7)

Skills Acrobatics +9, Arcana +13, Deception +13, Insight +10
Damage Vulnerabilities Piercing from Magic Weapons Wielded by Good Creatures
Damage Immunities Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Senses Darkvision 60 ft, Passive Perception 14
Languages Daelkyr, Infernal
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). If Vikari fails a saving throw, he can choose to succeed instead.

Limited Magic Immunity. Vikari can't be affected or detected by spells of 6th level or lower unless it wishes to be. He has advantage on saving throws against all other spells and magical effects.

Corrupted Helm. Vikari knows the exact location and type of all devils within 1,000 feet of him. He can telepathically communicate with a devil within range, or he can broadcast his thoughts to all devils within range. The devils receiving his broadcasted thoughts have no special means of replying to them.

Barbaric. When Vikari reduces a creature to 0 hit points with this weapon, he gains advantage on his next attack.

I***nnate Spellcasting.*** Vikari's innate spellcasting ability is Charisma (spell save DC 21). Vikari can innately cast the following spells, requiring no components:

At-will: *alter self*, *detect magic*, *detect thoughts*

2/day each: *fly*, *plane shift]*, *true seeing*

Spellcasting. Vikari is a 12th-level spellcaster. His spellcasting ability is Charisma (spell save DC 21, +15 to hit with spell attacks). Vikari knows the following sorcerer spells:

Cantrips (at will): *chill touch*, *mage hand*, *poison spray*, *prestidigitation*, *ray of frost*, *shocking grasp*

1st level (4 slots): *charm person*, *magic missile*, *ray of sickness*,*expeditious retreat*,*jump*

2nd level (3 slots): *blindness/deafness*, *mirror image*, [spell[ray of enfeeblement[/spell], *misty step*,*pass without trace*, love's end

3rd level (3 slots): *animate dead*, *lightning bolt*, *stinking cloud*,*blink*,*phantom steed*, cannibalize essence, cloak of khyber

4th level (3 slots): *greater invisibility*,*dimension door*, *freedom of movement*

5th level (3 slots): *dominate person*,*teleportation circle*

6th level (2 slot): *disintegrate*, spiteful clutch of sakinnrot

7th level (1 slot): chain of sorrows

Mark of Passage. 1/day *dimension door*, *teleportation circle*

Dark Gift of the Scar. Sakinnirot empowers you with its slow and patient hate. Each creature that deals damage to you becomes your resented adversary for as long as you have this dark gift. You have advantage on all attack rolls and opposed ability checks against your resented adversaries. Additionally, when you make an attack roll or opposed ability check against one of your resented adversaries, you can choose to change the die result to a natural 20, after which this dark gift vanishes

Actions

Relinquish Control. Vikari may voluntarily give control of Vron's body back to him. He will not regain control until Vron becomes unconcious. This feature activates if Vikari is within 120 ft of any creature that Vron hates.

Multiattack. Vikari uses Pain Wave if its available and then either casts a spell or makes two claw attacks.

Claw. Melee weapon attack: +16 to hit, reach 5 ft., one target. Hit: 9 (2d8 + 6) slashing damage.

Pain Wave (Recharges 4–6). *Vikari* projects a wave of agony inducing necromantic energy. Every creature within a 20-foot radius of the rakshasa must make a DC 21 Constitution saving throw. On a failed save, a creature takes 22 (10d8) necrotic damage and has disadvantage on attack rolls and ability checks and until the end of its next turn. On a successful save, a creature takes half damage, but suffers no other effect. Regardless of success or failure, any creature that takes damage from Pain Wave is cursed. The magical curse takes effect whenever the creature takes a short or long rest, filling the creature's thoughts with horrible images and dreams. The cursed creature gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a remove curse spell or similar magic.

Command Undead (Recharges after a Short or Long Rest). Vikari targets one undead creature it can see within 30 feet of it. The target must make a DC 21 Charisma saving throw. On a failed save, the target must obey the rakshasa's verbal commands until it or the rakshasa is slain. An undead creature with a greater challenge rating than Vikari is unaffected by this ability. Vikari can control a total number of undead this way equal to its Charisma modifier (7 undead). If it successfully gains control of more undead than it can control, the earliest affected undead creature is no longer under the rakshasa's control.

Whirlwind. You can use your action to perform a melee attack against each creature within 5 feet.



Keshaware (Sharn)

Large Celestial, Lawful Good

Armor Class 21 (natural armor)
Hit Points 243 (18d10 + 144)
Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	25 (+7)	25 (+7)	30 (+10)

Saving Throws INT +14, WIS +14, CHA +17
Skills Perception +14
Damage Resistances Radiant; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Necrotic, Poison
Condition Immunities Charmed, Exhaustion, Frightened, Poisoned
Senses Truesight 120 ft., Passive Perception 24
Languages All, Telepathy 120 ft.
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Angelic Weapons. The solar's weapon attacks are magical. When the solar hits with any weapon, the weapon deals an extra 6d8 radiant damage (included in the attack).

Divine Awareness. The solar knows if it hears a lie.

Innate Spellcasting. The solar's spellcasting ability is Charisma (spell save DC 25). It can innately cast the following spells, requiring no material components:

At will: *fog cloud*, *absorb elements*

3/day each: *maelstrom*, *control winds*, *banishing smite*

1/day each: *chain lightning*, *control weather*,*storm of vengeance*

Ring of Magic Resistance. While wearing this ring, you have advantage on saving throws against any spell that targets only you (not in an area of effect). In addition, if you roll a 20 for the save and the spell is 7th level or lower, the spell has no effect on you and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

Ring of Regeneration. While wearing this ring, you regain 1d6 hit points every 10 minutes, provided that you have at least 1 hit point. If you lose a body part, the ring causes the missing part to regrow and return to full functionality after 1d6 + 1 days if you have at least 1 hit point the whole time.

Actions

Multiattack. The solar makes two Staff attacks.

Dragonlance of the Merchant. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 23 (2d12 + 11) slashing damage plus 31 (6d8) radiant damage. When you hit a Dragon with this weapon, the Dragon takes an extra 3d6 force damage, and any Dragon of your choice that you can see within 30 feet of you can immediately use its reaction to make a melee attack.

Slaying Longbow. *Ranged Weapon Attack:* +13 to hit, range 150/600 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 27 (6d8) radiant damage. If the target is a creature that has 100 hit points or fewer, it must succeed on a DC 15 Constitution saving throw or die.

Spectral Blade. The solar releases a magic blade to hover magically in an unoccupied space within 5 feet of it. If the solar can see the sword, the solar can mentally command it as a bonus action to fly up to 50 feet and either make one attack against a target or return to the solar's hands. If the hovering sword is targeted by any effect, the solar is considered to be holding it. The hovering sword falls if the solar dies.

Healing Touch (4/Day). The solar touches another creature. The target magically regains 40 (8d8 + 4) hit points and is freed from any curse, disease, poison, blindness, or deafness.



MORDAIN THE FLESHWEAVER

Two centuries ago, the elf named Mordain d'Phiarlan was a famous artist and highly respected archmage of the Twelve. He taught classes in the House Phiarlan's Demesne of Shape, a school for those talented in the creation of physical artwork— paintings, sculptures, architecture, and the like—and used his world-class talent in transmutation to create wonders of form and function.

But Mordain's success hid a maddening obsession. Driven to master the art of transmutation, Mordain sought out every piece of lore on the school of magic he could find—including the vile fleshcrafting magic of the Daelkyr and the Citadel of the Closed Circle. With this forbidden knowledge, Mordain began experimenting—committing crimes against life and nature. History does not fully enumerate the extent of his atrocities, though there are nearly as many rumors about his hideous experiments as there are mouths to speak them. What is known, however, is that he was dismissed from the Twelve, excoriated from House Phiarlan, and sentenced to execution for his outrageous obscenities against life. Try as his executioners might, however, no known method of killing Mordain worked—the master of flesh reformed whole and hale after each attempt, as if no harm had been done to him. As a result, the Twelve petrified him and sent him as a statue to be held forever in the Stone Ward of Dreadhold.

He never arrived.

The next time Mordain appeared was nearly a century after escaping his imprisonment. Haunting a forest of his own creation in western Droaam known as *KhreshtRhyyl*—the "Forest of Flesh" in the language of the Znir gnolls that first discovered it—he continued to practice his dark arts in solitude, hidden behind his menagerie of mockeries. There he has remained, creating and sculpting gruesome creatures based on his mad artistic vision. None can say if there is a purpose to his madness, or if he is merely indulging himself, creating art for art's sake.

Whatever the truth, Mordain the Fleshweaver is a nightmare given form—far, far removed from the elf he once was. In the nearly 150 years since his reemergence, many have sought him out in Blackroot—his black, twisted fortress tower at the center of KhreshtRhyyl. Whether they came to vanquish him, steal magical secrets, or seek his aid, none have left the Forest of Flesh without being horrifically changed—if they were able to leave at all.



Mordain (Thaliost)

Medium Aberration, Neutral Evil

Armor Class 18 mage armor
Hit Points 136 (13d8 + 78)
Speed

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	23 (+6)	22 (+6)	14 (+2)	18 (+4)

Saving Throws CON +12, INT +12, WIS +8
Skills Arcana +18, Medicine +8, Nature +12, Perception +8, Stealth +9
Damage Resistances Bludgeoning and Piercing from nonmagical attacks, Acid
Damage Immunities Poison
Condition Immunities Poisoned
Senses Passive Perception 18
Languages --

Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Abiding Flesh. Mordain automatically succeeds on death saving throws, and he can't be killed by taking damage.

Fey Ancestry. Mordain has advantage on saving throws against being charmed, and magic can't put him to sleep.

Fleshweaver's Immortality. Mordain can't be reduced to 0 hit points while he has at least one use of Legendary Resistance remaining. When Mordain is reduced to 0 hit points, he can immediately make an attack with this weapon before he falls unconscious.

Legendary Resistance (3/Day). If Mordain fails a saving throw, he can choose to succeed instead.

Master Transmuter. Mordain can magically transmute one non□magical object, which must be no larger than a 5-foot cube, into another nonmagical object of similar size and mass and of equal or lesser value. He must spend 10 minutes handling the object to transform it.

Mastery of Self. While Mordain is paralyzed, petrified, stunned or unconscious, his speed is reduced to 0 feet, but he is not inca□pacitated and he can move within his space (for example, he can attack while unconscious, but he can't move to a different space). If Mordain takes cold or radiant damage, this trait doesn't function until the end of his next turn.

Veil of Nondetection. Mordain can't be targeted by any divination magic or perceived through magical scrying sensors.

Black Eruption. If Mordain dies while the morphing ooze is inside them, it bursts out and engulfs the host, turning their corpse into a black pudding allied with the daelkyr.

Actions

Multiattack. Mordain makes one Stinging Tentacle attack and one Unraveling Ray attack.

Stinging Tentacle. Attack rolls made against aberrations with this weapon have disadvantage. When the host rolls a 20 on the d20 for an attack roll with this weapon, the target is stunned until the end of its next turn. Attacks with this weapon deal an additional 2d6 psychic damage versus spellcasters. If the d20 roll for an attack made with this weapon is a 19 or 20, you gain temporary hit points equal to half the damage dealt by this weapon, rounded down.

Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 14 (2d10 + 3) slashing damage, 11 (2d10) poison damage., and 1d6 psychic damage

Unraveling Ray. Ranged Spell Attack: +14 to hit, range 120 ft., one target. Hit: 16 (3d6 + 6) necrotic damage and the target must succeed on a DC 20 Constitution saving throw or become cursed. A cursed creature takes 10 necrotic damage at the start of each of its turns. The creature can repeat the save at the end of each of its turns, ending the effect on a success.

Amorphous. As an action, Mordain can speak a command word and cause their body to assume the amorphous qualities of an ooze. For the next minute, the host (along with any equipment they're wearing or carrying) can move through a space as narrow as 1 inch wide without squeezing. Once a host uses this property, it can't be used again until the next dawn.

Acid Breath. As an action, Mordain can exhale acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 36 (8d8) acid damage on a failed save, or half as much damage on a successful one. Once Mordain uses this property, it can't be used again until the next dawn.

Magnificent Experiment (3/Day). Mordain chooses two crea□tures he can see within 60 feet of him, subjecting them to a hor□rific magical transmutation experiment. Each target must make a DC 22 Constitution saving throw, taking 21 (6d6) necrotic damage on a failed save and half as much damage on a successful one. If at least one of these targets fails its save, both targets are subjected to the effects of Mordain's experiment (even if the other target succeeded on its save); these effects can be reversed only with a remove curse spell or similar magic. Mordain chooses one of the following experiments when he uses this action:

Horrific Merger. One target is teleported into the same space as the other, and the creatures merge. The creatures act independently but share a space. Whenever one creature moves, the other is dragged with it. Both creatures have resistance to all damage, and each time one of the creatures takes damage, the other creature takes the same amount of damage.

Exchange of Self. Each target is polymorphed into a form identical to the other target's original appearance. The targets exchange their Strength, Dexterity, and Constitution scores, their Hit Dice, their hit points, and their maximum hit points.

Sympathetic Discorporation. The targets alternately blink in and out of existence. Mordain chooses one of the targets, which immediately vanishes from its current plane of existence and appears in the Ethereal Plane, as if affected by the blink spell. At the end of each target's turn, it must roll a d20. On a roll of 11 or higher, it trades planes with the other target; the target that was on the Ethereal Plane vanishes and appears on the plane the other target was on, and the target that was on another plane vanishes and appears on the Ethereal Plane. When the targets trade planes, each returns to an unoccupied space of its choice that it can see within 10 feet of the space it vanished from. If no unoccupied space is available within that range, it appears in a random unoccupied space nearest to the space it vanished from. These effects are suppressed if both targets are on the Ethereal Plane.

Spellcasting. Mordain casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 22):

At will: *mage hand*, *mending*, *message*, *prestidigitation*

2/day each: *animate objects*, *flesh to stone*, *mage armor*, *polymorph*, *prismatic spray*, *pass without trace*,*clairvoyance*

1/day each: *true polymorph*, *true seeing*,*mislead*,*scrying*

Bonus Actions

Shadow Sibling Symbiont. As a bonus action, you can cause the shadow sibling to exude or retract an ectoplasmic shadow that surrounds your body and conceals you from prying eyes. While the shadow is active, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide. In addition, when you are hit by an attack, you can use your reaction to spend one Hit Die to shield yourself. Roll the die and add the result as a bonus to your AC, including against the triggering attack. This bonus lasts until the end of your next turn

Sheathe Whip. Mordain can sheathe the whip by causing it to retract into their arm, or draw the whip out of their arm again.

Kyuss (Sharn)

Gargantuan Aberration, Chaotic Evil

Armor Class 18 Natural armor
Hit Points 350 (20d20 + 120)
Speed 50 ft., burrow 10 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	24 (+7)	25 (+7)	15 (+2)	24 (+7)

Saving Throws STR +16, CON +15, WIS +10, CHA +15
Skills Arcana +15, Perception +10, Stealth +8
Damage Resistances Fire, Lightning
Damage Immunities Cold, Necrotic, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Unconscious
Senses Blindsight 500 ft, Tremorsense 1 mile, Truesight 120 ft, Passive Perception 21
Languages all, telepathy 1000 feet
Challenge 25 (75,000 XP) **Proficiency Bonus** +8

Anathematic Secrecy. Kyuss can't be targeted by any divination magic or perceived through magical scrying sensors.

Create Spawn. A Medium or smaller creature that is slain by Kyuss is raised as a spawn of Kyuss under his control after 1d4 rounds. Constructs are not affected by this feature. Additionally, when Kyuss casts a spell that raises undead, he can choose for any number of the undead to be spawn of Kyuss.

Divine Scourge (1/Day). As a bonus action, each creature within 100 miles of Kyuss that is a celestial or a user of divine magic (a cleric, paladin, druid, ranger, or some other class the DM deems appropriate) must make a DC 23 Constitution saving throw. A target takes 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one. On a failed save, a target also suffers one level of exhaustion.

Innate Spellcasting. Kyuss's innate spellcasting ability is Charisma (spell save DC 23). He can innately cast the following spells, requiring no components: 3/day each: *create undead*, *divine word*, *soul cage*

Legendary Resistance (3/Day). If Kyuss fails a saving throw, he can choose to succeed instead.

Magic Resistance. Kyuss has advantage on saving throws against spells and other magical effects.

Magic Weapons. Kyuss's weapon attacks are magical.

Quicken Spell (Recharge 5-6). As a bonus action, Kyuss can cast a spell using a spell slot of 6th level or lower. Kyuss cannot cast two spells of 1st level or higher on the same turn.

Return to Worms. When Kyuss is reduced to 0 hit points, he breaks apart into 16 swarms of insects in the same space. Unless the swarms are destroyed, Kyuss reforms from them 24 hours later.

Spellcasting. Kyuss is a 20th-level spellcaster. His spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). Kyuss knows the following spells:

Cantrips (at will): *chill touch*, *mold earth*, *thaumaturgy*, *toll the dead*
1st level (4 slots): *bane*, *bless*, *hex*, *shield*, *thunderwave*
2nd level (3 slots): *darkness*, *hold person*, *misty step*, *spiritual weapon*
3rd level (3 slots): *animate dead*, *bestow curse*, *counterspell*, *spirit guardians*
4th level (3 slots): *blight*, *ice storm*, *Evard's black tentacles*
5th level (3 slots): *danse macabre*, *negative energy flood*, *hold monster*
6th level (2 slots): *circle of death*, *planar ally*, *scatter*
7th level (2 slots): *finger of death*, *reverse gravity*
8th level (1 slot): *Abi-Dalzim's horrid wilting*, *dominate monster*
9th level (1 slot): *power word kill*, *time stop*

Unyielding Essence. Kyuss is immune to any spell or effect that would alter his form, as well as those that would read his thoughts, determine if he is lying, or magically influence his thoughts or behavior.

Actions

Multiattack. Kyuss can use his Frightful Presence. He then makes two slam attacks.

Slam. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. Hit: 26 (4d8 + 8) bludgeoning damage plus 7 (2d6) poison damage.

Frightful Presence. Each creature of Kyuss's choice that is within 120 feet of Kyuss and aware of him must succeed on a DC 23 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Kyuss's Frightful Presence for the next 24 hours.

Plague of Worms (Recharge 5-6). Each creature of Kyuss's choice within 20 feet of him must make a DC 23 Dexterity saving throw. On a failed save, a target takes 27 (5d10) necrotic damage and is blinded and restrained by masses of swarming worms. An affected creature takes 27 (5d10) necrotic damage at the start of each of Kyuss's turns. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Worm Smite (Recharge 5-6). Kyuss makes a slam attack against a creature within 15 feet of him. If the attack hits, it deals 32 (5d12) extra necrotic damage in addition to its normal damage. This extra damage increases to 45 (7d12) if the target is a celestial or a user of divine magic (a cleric, paladin, druid, ranger, or some other class the DM deems appropriate). If this attack hits a target affected by Kyuss's Plague of Worms, the target must also succeed on a DC 23 Constitution saving throw or suffer one level of exhaustion.





Kardic, Kyuss Knight

Medium Undead, Chaotic Evil

Armor Class 16 (Breastplate)
Hit Points 171 (18d8 + 90)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	10 (+0)	12 (+1)	16 (+3)

Saving Throws STR +10, CON +10, WIS +6, CHA +8
Skills Athletics +10, Intimidation +13, Religion +5
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Damage Immunities Necrotic, Poison
Condition Immunities Exhaustion, Poisoned
Senses Darkvision 60 ft, Passive Perception 11
Languages Abyssal, Olman (or other ancient language in your campaign)
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Gifts of Kyuss: Kardic's melee weapon attacks strike with tremendous force, dealing an extra die of damage whenever he hits with it (included in his attacks).

Living Wounds. Kyuss Knights inflict horrifying wounds that open and close on their own, like tiny mouths suddenly brought to horrible life. Anyone a Kyuss Knight damages with a weapon attack suffers disadvantage on attack rolls and saving throws until their wounds are dressed with a DC 14 Medicine check or they receive any magical healing. Effects which cure disease or curses also end Living Wounds. This DC is Wisdom based.

Mind Siphon. A Kyuss Knight heals 5 hit points each time it deals psychic damage to another creature.

Actions

Multiattack. Kardic makes two maul attacks and two eyeworm bites.

Eyeworm Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 10 (2d4 + 5) piercing damage plus 7 (2d6) psychic damage plus Living Wounds.

Maul. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 5) slashing damage plus 7 (2d6) necrotic plus Living Wounds.

Reactions

Worm Healing. A Kyuss Knight is healed by the power trapped within the writing worms of Kyuss. As a reaction, it can consume an adjacent wormswarm to remove all ongoing conditions and fully restore its hit points. The wormswarm is completely destroyed, but makes no move to defend itself from this consumption.

Legendary Actions

Kardic can take 3 legendary actions, choosing from one of the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Kardic regains spent legendary actions at the start of its turn.

Reposition. Kardic can move up to half his speed without provoking opportunity attacks.

Shadow Smash (2 actions). Kardic smashes his maul into his own shadow, sending it surging outward in a wave. As it travels, it snatches the shadows of all living creatures it passes and drags them along with it. Living creatures within 15 feet of him must make a DC 16 Constitution saving throw or take 9 (2d8) necrotic damage and be pushed 10 feet away from Kardic.

Worm Healing (2 Actions). Kardic takes the Worm Healing reaction, even if he has already used a reaction this turn.



Nezzarin, Kyuss Knight

Medium Undead, Chaotic Evil

Armor Class 20 (Plate, Shield)
Hit Points 171 (18d8 + 90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	15 (+2)	15 (+2)	20 (+5)

Saving Throws STR +10, CON +10, WIS +7, CHA +10
Skills Intimidation +10, Investigation +11, Perception +12, Religion +6
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Damage Immunities Necrotic, Poison
Condition Immunities Exhaustion, Poisoned
Senses Truesight 120 ft., Passive Perception 22
Languages Abyssal, Olman (or another ancient language from your campaign)
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Avoidance. If he is subject to an effect that allows him to make a saving throw for only half damage, he instead takes no damage if he succeeds and only half damage if he fails.

Gifts of Kyuss: Nezzarin has Truesight 120 ft. and has advantage on all Intelligence (Investiagion), Wisdom (Perception), and initiative rolls. He also has the Avoidance and Magic Resistance traits.

Living Wounds. Kyuss Knights inflict horrifying wounds that open and close on their own, like tiny mouths suddenly brought to horrible life. Anyone a Kyuss Knight damages with a weapon attack suffers disadvantage on attack rolls and saving throws until their wounds are dressed with a DC 15 Medicine check or they receive any magical healing. Effects which cure disease or curses also end Living Wounds. This DC is Wisdom based.

Magic Resistance. Nezzarin has advantage on saving throws against spells and other magical effects.

Mind Siphon. A Kyuss Knight heals 5 hit points each time it deals psychic damage to another creature.

Actions

Multiattack. Nezarrin makes two longsword attacks and two eyeworm bites.

Eyeworm Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 7 (1d4 + 5) piercing damage plus 7 (2d6) psychic damage plus Living Wounds.

Longsword. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage plus 7 (2d6) necrotic plus Living Wounds.

Reactions

Worm Healing. A Kyuss Knight is healed by the power trapped within the writing worms of Kyuss. As a reaction, it can consume an adjacent wormswarm to remove all ongoing conditions and fully restore its hit points. The wormswarm is completely destroyed, but makes no move to defend itself from this consumption.

Legendary Actions

Nezzarin can take 3 legendary actions, choosing from one of the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Nezzarin regains spent legendary actions at the start of its turn.

Command Ally. Nezzarin targets one ally it can see within 30 feet. If the target can see or hear Nezzrin, it can make one melee attack using its reaction and has advantage on the attack roll.

Terrify (2 actions). Nezzarin threatens a creature of his choice within 60 feet who must make a DC 18 Wisdom saving throw or become frightened of him. They do not have to understand him to understand the threat and menace in his voice, but they must be able to hear him. On its turn, that creature must take th away from him by the safest and shortest available route, u move. If the target moves to a place at least 60 feet away fr no longer see him, this effect ends.

Worm Healing (2 Actions). Nezzarin takes the Worm Heali already used a reaction this turn.



Barnos Indarna, Kyuss Knight

Medium Undead, Chaotic Evil

Armor Class 19 (Studded Leather, Shield)
Hit Points 135 (18d8 + 54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	16 (+3)	13 (+1)	16 (+3)	20 (+5)

Saving Throws STR +9, CON +8, WIS +8, CHA +10
Skills Acrobatics +10, Intimidation +10, Religion +6
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Damage Immunities Necrotic, Poison
Condition Immunities Exhaustion, Poisoned
Senses Darkvision 60 ft., Passive Perception 13
Languages Abyssal, Olman (or other ancient language from your campaign)
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Gifts of Kyuss. Barnos Indarna's eyeworms are longer and more potent than other Kyuss Knights, and his Mind Siphon is stronger.

Living Wounds. Kyuss Knights inflict horrifying wounds that open and close on their own, like tiny mouths suddenly brought to horrible life. Anyone a Kyuss Knight damages with a weapon attack suffers disadvantage on attack rolls and saving throws until their wounds are dressed with a DC 16 Medicine check or they receive any magical healing. Effects which cure disease or curses also end Living Wounds. This DC is Wisdom based.

Mind Siphon. A Kyuss Knight heals 8 hit points each time it deals psychic damage to another creature.

Actions

Multiattack. Barnos Indarna uses Visions of the Worm, then makes two longsword attacks and two eyeworm bites.

Dagger. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 8 (1d4 + 5) piercing damage plus 7 (2d6) necrotic plus Living Wounds.

Eyeworm Bite. Melee Weapon Attack: +10 to hit, reach 15 ft., one target. Hit: 7 (1d4 + 5) piercing damage plus 9 (2d8) psychic damage plus Living Wounds.

Visions of the Worm. Barnos Indarna's shadow stretches out from him to a distance of 60 feet. If it touches another creature's shadow, they must make a DC 18 Wisdom saving throw or be stunned for one round, overcome with visions of the utter horror and hopelessness of the as yet unborn Age of Worms.

Reactions

Worm Healing. A Kyuss Knight is healed by the power trapped within the writing worms of Kyuss. As a reaction, it can consume an adjacent wormswarm to remove all ongoing conditions and fully restore its hit points. The wormswarm is completely destroyed, but makes no move to defend itself from this consumption.

Legendary Actions

Barnos Indarna can take 3 legendary actions, choosing from one of the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. He regains spent legendary actions at the start of its turn.

Attack. Barnos Indarna makes an Eyeworm Bite attack.

Sicken (2 actions). Barnos Indarna's shadow stretches out, touching one creature of his choice 60 feet. The target must make a DC 18 Constitution saving throw or become sickened, suffering disadvantage on attack rolls and ability checks. It can make a new saving throw at the end of each of its turns, ending the effect on a success.

Worm Healing (2 Actions). Nezzarin takes the Worm Healing reaction, even if it has already used a reaction this turn.



Markath, Kyuss Knight

Medium Undead, Chaotic Evil

Armor Class 19
Hit Points 184 (16d8 + 112)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	16 (+3)	12 (+1)	16 (+3)	18 (+4)

Saving Throws STR +10, CON +8, WIS +8, CHA +9
Skills Intimidation +10, Religion +6, Stealth +15
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Damage Immunities Necrotic, Poison
Condition Immunities Exhaustion, Poisoned
Senses Darkvision 120 ft., Passive Perception 13
Languages Abyssal, Olman (or other ancient language in your campaign)
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Gifts of Kyuss: Markath adds his Charisma modifier to his AC (included above), and to his Constitution modifier for determining hit points. Additionally, magical darkness does not impede his darkvision.

Living Wounds. Kyuss Knights inflict horrifying wounds that open and close on their own, like tiny mouths suddenly brought to horrible life. Anyone a Kyuss Knight damages with a weapon attack suffers disadvantage on attack rolls and saving throws until their wounds are dressed with a DC 16 Medicine check or they receive any magical healing. Effects which cure disease or curses also end Living Wounds. This DC is Wisdom based.

Mind Siphon. A Kyuss Knight heals 5 hit points each time it deals psychic damage to another creature.

Actions

Multiattack. Markath makes two claw attacks and two eyeworm bites.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 5) slashing damage plus 7 (2d6) necrotic plus Living Wounds, and if the target is a creature, Markath can choose one of the following effects:

- The target must succeed on a DC 18 Strength saving throw or drop one item it is holding (Markath's choice).
- The target must succeed on a DC 18 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 18 Constitution saving throw or be stunned until the end of Markath's next turn.

Eyeworm Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 7 (1d4 + 5) piercing damage plus 7 (2d6) psychic damage plus Living Wounds.

One with the Shadows. Markath can Hide as a bonus action when he is in darkness or dim light. As part of the same action, he can teleport up to 60 feet into any space he can see that is also in darkness or dim light.

Reactions

Worm Healing. A Kyuss Knight is healed by the power trapped within the writing worms of Kyuss. As a reaction, it can consume an adjacent wormswarm to remove all ongoing conditions and fully restore its hit points. The wormswarm is completely destroyed, but makes no move to defend itself from this consumption.

Legendary Actions

Markath can take 3 legendary actions, choosing from one of the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Markath regains spent legendary actions at the start of its turn.

Become the Shadow. Markath takes the Disengage action a
speed.

Shadow Arts (2 Actions). Markath can cast Darkness, Pass
without needing material components.

Worm Healing (2 Actions). Nezzarin takes the Worm Heali
already used a reaction this turn.



Welcome to Argonnessen

Argonnessen is enormous. It's a continent the size of Khorvaire, with the same diversity of environments found in Khorvaire . . . but without airships, lightning rails, or, for that matter, roads. No inns cater to the hungry adventurer; instead, the land is filled with both dragons and all manner of hungry monsters. What fool would dive into this unknown wilderness?

Despite its dangers and remoteness, Argonnessen has much to offer. The dragons taught the giants of Xen'drik the arts of magic almost sixty thousand years ago. What secrets could a modern wizard wrest from Argonnessen? What mighty artifacts are hidden in the

Dzir

Gargantuan Dragon, Neutral

Armor Class 20 (natural armor)
Hit Points 444 (24d20 + 192)
Speed 40 ft., swim 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	27 (+8)	26 (+8)	19 (+4)	23 (+6)

Saving Throws DEX +9, CON +15, WIS +11, CHA +13
Skills Arcana +22, Perception +18, Persuasion +13, Stealth +9
Damage Resistances Force, Psychic
Condition Immunities Frightened, Prone
Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 28
Languages Common, Draconic Telepathy 120 ft
Challenge 23 (50,000 XP) **Proficiency Bonus** +7

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Amphibious. The dragon can breathe both air and water.

Maddening Presence. Each creature of the dragon's choice that starts its turn within 120 feet of the dragon and aware of it must succeed on a DC 23 Wisdom saving throw or gain a short term madness for 1 minute. A creature can opt for the long term at the risk of becoming immune. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's maddening presence for 24 hours.

Actions

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10+8) piercing damage plus 13 (3d8) force damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6+8) slashing damage.

Singularity Breath (Recharge 5–6). The dragon creates a shining bead of gravitational force in its mouth, then releases the energy in a 90-foot cone. Each creature in that area must make a DC 23 Strength saving throw. On a failed save, the creature takes 63 (14d8) force damage, and its speed becomes 0 until the start of the dragon's next turn. On a successful save, the creature takes half as much damage, and its speed isn't reduced.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 23, +15 to hit with spell attacks):

1/day each: *blink*, *gravity fissure*, *dispel magic*, *freedom of movement*, *globe of invulnerability*, *reverse gravity*,*gravity sinkhole*, *sending*

Bonus Actions

Change Shape. The dragon magically transforms into any creature that is Medium or Small, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or uses a bonus action to end it.

Psychic Step. The dragon magically teleports to an unoccupied space it can see within 60 feet of it.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Claw. The dragon makes one claw attack.

Psionics (Costs 2 Actions). The dragon uses Psychic Step or Spellcasting.

Explosive Crystal (Costs 3 Actions). The dragon spits an amethyst that that explodes at a point it can see within 60 feet of it. Each creature within a 20-foot-radius sphere centered on that point must succeed on a DC 23 Dexterity saving throw or take 18 (4d8) force damage and be knocked prone.



Malaegorath

Gargantuan Dragon, Lawful Neutral

Armor Class 20
Hit Points 370 (20d20 + 160)
Speed 40 ft., burrow 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	27 (+8)	21 (+5)	19 (+4)	20 (+5)

Saving Throws DEX +9, CON +15, WIS +11, CHA +12
Skills History +12, Perception +18, Persuasion +19, Stealth +9
Damage Resistances Lightning, Thunder
Condition Immunities Frightened
Senses Blindsight 60 ft, Darkvision 120 ft, Passive Perception 28
Languages common, draconic, telepathy 120 ft
Challenge 22 (41,000 XP) **Proficiency Bonus** +7

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Spider Climb. The dragon can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Tunneler. The dragon can burrow through solid rock at half its burrowing speed and can leave a 20-foot-diameter tunnel in its wake.

Spellcasting. Mala is a 20th-level spellcaster. Its spellcasting ability is Intellegence (spell save DC 20, +12 to hit with spell attacks). The Mala has following spells prepared:

Cantrips (at will): *eldritch blast*,*light*,*friends*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *absorb elements*, *expeditious retreat*, *zephyr strike*, *faerie fire*

2nd level (3 slots): *mind spike*, *mirror image*, *invisibility*

3rd level (3 slots): *counterspell*, *Ashardalon's Stride*, *haste*

4th level (3 slots): *confusion*, *fire shield*, *dimension door*

5th level (3 slots): *conjure volley*, *synaptic static*, *temporal shunt*

6th level (1 slot): *mental prison*

7th level (1 slot): *crown of stars*

8th level (1 slot): *mind blank**

9th level (1 slot): *psychic scream*

Actions

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 11 (2d10) thunder damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Debilitating Breath (Recharge 5–6). The dragon exhales a pulse of high-pitched, nearly inaudible sound in a 90-foot cone. Each creature in that area must make a DC 23 Constitution saving throw. On a failed save, the creature takes 55 (10d10) thunder damage and is incapacitated until the end of its next turn. On a successful save, the creature takes half as much damage and isn't incapacitated.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 20):

1/day each: *dissonant whispers*, *hold monster*, *meld into stone*, *telekinesis*, *teleport*

Bonus Actions

Change Shape. The dragon magically transforms into any creature that is Medium or Small, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or uses a bonus action to end it.

Psychic Step. The dragon magically teleports to an unoccupied space it can see within 60 feet of it.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Claw. The dragon makes one Claw attack.

Psionics (Costs 2 Actions). The dragon uses Psychic Step or Spellcasting.

Telekinetic Fling (Costs 3 Actions). The dragon chooses one Medium or smaller object that isn't being worn or carried that it can see within 60 feet of it, and it magically hurls the object at a creature it can see within 60 feet of the object. The target must succeed on a DC 20 Dexterity saving throw or take 42 (12d6) bludgeoning damage.



Korvaxis

Gargantuan Dragon, Lawful Good

Armor Class 22 Natural armor
Hit Points 585 (29d20 + 261)
Speed 60 ft., burrow 60 ft., swim 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	16 (+3)	29 (+9)	21 (+5)	22 (+6)	30 (+10)

Saving Throws DEX +11, CON +17, INT +13, WIS +14, CHA +18
Skills Insight +14, Perception +22, Persuasion +18
Damage Immunities Cold
Condition Immunities Charmed, Frightened, Poisoned
Senses Truesight 120 ft, Passive Perception 32
Languages Common, Draconic
Challenge 28 (120,000 XP) **Proficiency Bonus** +8

Legendary Resistance (4/Day). If the greatwyrm fails a saving throw, it can choose to succeed instead.

Metallic Awakening (Recharges after a Short or Long Rest). If the greatwyrm would be reduced to 0 hit points, its current hit point total instead resets to 450 hit points, it recharges its Breath Weapon, and it regains any expended uses of Legendary Resistance. Additionally, the greatwyrm can now use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 120,000 XP (240,000 XP total) for defeating the greatwyrm after its Metallic Awakening activates.

Unusual Nature. The greatwyrm doesn't require food or drink.

Sneak Attack. Once per turn, you can deal an extra 10d6 damage to one creature you hit with an Attack if you have advantage on the Attack roll.

Cunning Action. You can take a bonus Action on each of your turns in Combat. This Action can be used only to take the Dash, Disengage, or Hide Actions.

Evasion. When you are subjected to an Effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Elusive. No Attack roll has advantage against you while you aren't Incapacitated

Stroke of Luck. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.

Metamagic. Twinned, Subtle, Quickened, Empowered.

Elemental Affinity. When you cast a spell that deals damage of the type associated with your draconic ancestry, add your Charisma modifier to one damage roll of that spell. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour.

Spellcasting. Korvaxis is a 20th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 26, +18 to hit with spell attacks).

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *silvery barbs*, *sleep*spell]magnify gravity[/spell]*, *magic missile*

2nd level (3 slots): *mirror image*, *wither and bloom*

3rd level (3 slots): *counterspell*

4th level (3 slots): *Fire Shield*, *Ice Storm*

5th level (3 slots): *Dominate Person*, *Cone of Cold*

6th level (2 slot): *Mass Suggestion*, *Globe of Invulnerability*

7th level (2 slots): *Crown of Stars*, *Finger of Death*

8th level (1 slot): *Power Word Stun*

9th level (1 slot): *Power Word Kill*

Actions

Multiattack. The greatwyrm makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 13 (2d12) force damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 19 (2d8 + 10) slashing damage. If the target is a Huge or smaller creature, it is grappled (escape DC 20) and is restrained until this grapple ends. The greatwyrm can have only one creature grappled in this way at a time.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 21 (2d10 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 26 Strength saving throw or be knocked prone.

Breath Weapon (Recharge 5–6). The greatwyrm uses one of the following breath weapons:

Elemental Breath. The greatwyrm exhales elemental energy in a 300-foot cone. Each creature in that area must make a DC 25 Dexterity saving throw, taking 84 (13d12) cold damage on a failed save, or half as much damage on a successful one.

Sapping Breath. The greatwyrm exhales gas in a 300-foot cone. Each creature in that area must make a DC 25 Constitution saving throw. On a failed save, the creature falls unconscious for 1 minute. On a successful save, the creature has disadvantage on attack rolls and saving throws until the end of the greatwyrm's next turn. An unconscious creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The greatwyrm magically transforms into any creature that is Medium or Small, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or uses its action to end it.

Bonus Actions

Insightful Fighting. As a bonus action, you make a Wisdom (Insight) check against a creature you can see that isn't incapacitated, contested by the target's Charisma (Deception) check. If you succeed, you can use your Sneak Attack against that target even if you don't have advantage on the attack roll, but not if you have disadvantage on it. This benefit lasts for 1 minute or until you successfully use this feature against a different target. While your Insightful Fighting feature applies to a creature, your Sneak Attack damage against that creature increases by 3d6.

Eye for Detail. Make a Perception Check.

Reactions

Uncanny Dodge. when an attacker that you can see hits you with an Attack you can use your Reaction to halve the attack's damage against you.

Legendary Actions

The greatwyrm can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The greatwyrm regains spent legendary actions at the start of its turn.

Attack. The greatwyrm makes one Claw or Tail attack.

Wing Attack (Costs 2 Actions). The greatwyrm beats its wings. Each creature within 30 feet of it must succeed on a DC 26 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The greatwyrm can then fly up to half its flying speed.

Mythic Actions

If the greatwyrm's Metallic Awakening trait has activated in the last hour, it can use the options below as legendary actions.

Bite. The greatwyrm makes one Bite attack.

Shattering Roar (Costs 2 Actions). The greatwyrm unleashes a magical roar. Each creature in a 120-foot-radius sphere centered on the greatwyrm must succeed on a DC 26 Constitution saving throw or take 19 (3d12) thunder damage and be incapacitated until the end of its next turn.



Taenarus

Gargantuan Dragon, Lawful Good

Armor Class 26 Natural armor
Hit Points 507 (29d20 + 261)
Speed 90 ft., burrow 90 ft., swim 90 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	28 (+9)	29 (+9)	30 (+10)	24 (+7)	25 (+7)

Saving Throws STR +10, DEX +17, CON +17, INT +18, WIS +15, CHA +15
Skills Arcana +26, History +18, Perception +22
Damage Immunities Necrotic
Condition Immunities Charmed, Frightened, Poisoned, Prone
Senses Blindsight 10 ft, Truesight 120 ft, Passive Perception 32
Languages Common, Draconic
Challenge 28 (120,000 XP) **Proficiency Bonus** +8

Gem Awakening (Recharges after a Short or Long Rest). If the greatwyrm would be reduced to 0 hit points, its current hit point total instead resets to 400 hit points, it recharges its Breath Weapon, and it regains any expended uses of Legendary Resistance. Additionally, the greatwyrm can now use its Mass Telekinesis action during the next hour. Award a party an additional 90,000 XP (180,000 XP total) for defeating the greatwyrm after its Gem Awakening activates.

Legendary Resistance (4/Day). If the greatwyrm fails a saving throw, it can choose to succeed instead.

Ki. 20 Ki Points. Ki Save: 23.

Unusual Nature. The greatwyrm doesn't require food or drink.

Flurry of Blows. Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense. You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Step of the Wind. You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Stunning Strike. When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Diamond Soul. Whenever you make a saving throw and fail, you can spend 1 ki point to reroll it and take the second result.

Empty Body. Beginning at 18th level, you can use your action to spend 4 ki points to become invisible for 1 minute. During that time, you also have resistance to all damage but force damage. Additionally, you can spend 8 ki points to cast the Astral Projection spell, without needing material components. When you do so, you can't take any other creatures with you.

Augment Breath. When you use your Breath of the Dragon, you can spend 1 ki point to augment its shape and power. The exhalation of draconic energy becomes either a 60-foot cone or a 90-foot line that is 5 feet wide (your choice), and each creature in that area takes damage equal to four rolls of your Martial Arts die on a failed save, or half as much damage on a successful one.

Evasion. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Portent. Glimpses of the future begin to press in on your awareness. When you finish a long rest, roll three d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Expert Divination. When you cast a divination spell of 2nd level or higher using a spell slot, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than 5th level.

Spellcasting. Taenarus is a 20th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 26, +18 to hit with spell attacks). The archmage can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *shield*, *magnify gravity**, *magic missile*

2nd level (3 slots): *detect thoughts*, *mirror image*, *wither and bloom*, *hold person*, *rope trick*

3rd level (3 slots): *counterspell*, *slow*, *blink*, *haste*, *dispel magic*,

4th level (3 slots): *Gravity Sinkhole*, *fire shield*, *Dimension Door**

5th level (3 slots): *Wall of Light*, *scrying*, *wall of force*, *Temporal Shunt*, *Synaptic Static*

6th level (2 slot): *Tenser's Transformation*, *Chain Lightning*

7th level (2 slots): *Tether Essence*

8th level (1 slot): *Reality Break*, *Feeblemind**

9th level (1 slot): *Invulnerability*, *Wish*, *Prismatic Wall*

Actions

Multiattack. The greatwyrm makes one Bite attack and two Claw attacks. When you take the Attack action on your turn, you can replace one of the attacks with an exhalation of draconic energy in either a 20-foot cone or a 30-foot line that is 5 feet wide (your choice). Choose a damage type: acid, cold, fire, lightning, or poison. Each creature in that area must make a Dexterity saving throw against your ki save DC, (23) taking damage of the chosen type equal to 3d10 on a failed save, or half as much damage on a successful one. (8 uses).

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 16 (3d10) force damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 18 (2d8 + 9) slashing damage. If the target is a Huge or smaller creature, it is grappled (escape DC 19) and is restrained until this grapple ends. The greatwyrm can have only one creature grappled in this way at a time. When you damage a target with an unarmed strike, you can change the damage type to acid, cold, fire, lightning, or poison.

Breath Weapon (Recharge 5–6). The greatwyrm exhales crushing force in a 300-foot cone. Each creature in that area must make a DC 25 Dexterity saving throw. On a failed save, the creature takes 71 (11d12) force damage and is knocked prone. On a successful save, it takes half as much damage and isn't knocked prone. On a success or failure, the creature's speed becomes 0 until the end of its next turn.

Mass Telekinesis (Gem Awakening Only; Recharges after a Short or Long Rest). The greatwyrm targets any number of creatures and objects it can see within 120 feet of it. No one target can weigh more than 4,000 pounds, and objects can't be targeted if they're being worn or carried. Each targeted creature must succeed on a DC 26 Strength saving throw or be restrained in the greatwyrm's telekinetic grip. At the end of a creature's turn, it can repeat the saving throw, ending the effect on itself on a success.

At the end of the greatwyrm's turn, it can move each creature or object it has in its telekinetic grip up to 60 feet in any direction, but not beyond 120 feet of itself. In addition, it can choose any number of creatures restrained in this way and deal 45 (7d12) force damage to each of them.

Spellcasting (Psionics). The greatwyrm casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 26, +18 to hit with spell attack):

1/day each: *dispel magic*, *forcecage*, *plane shift*, *reverse gravity*, *time stop*

Bonus Actions

Change Shape. The greatwyrm magically transforms into any creature that is Medium or Small, while retaining its game statistics (other than its size). This transformation ends if the greatwyrm is reduced to 0 hit points or uses a bonus action to end it.

Psychic Step. The greatwyrm magically teleports to an unoccupied space it can see within 60 feet of it.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 18 (2d8 + 9) slashing damage. If the target is a Huge or smaller creature, it is grappled (escape DC 19) and is restrained until this grapple ends. The greatwyrm can have only one creature grappled in this way at a time. When you damage a target with an unarmed strike, you can change the damage type to acid, cold, fire, lightning, or poison.

Aspect of the Wyrm. You can create an aura of draconic power that radiates 10 feet from you for 1 minute. For the duration, you gain one of the following effects of your choice:

Frightful Presence. When you create this aura, and as a bonus action on subsequent turns, you can choose a creature within the aura. The target must succeed on a Wisdom saving throw against your ki save DC or become frightened of you for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.
Resistance. Choose a damage type when you activate this aura: acid, cold, fire, lightning, or poison. You and your allies within the aura have resistance to that damage.
Once you create this aura, you can't create it again until you finish a long rest, unless you expend 3 ki points to create it again.

When you activate your Aspect of the Wyrm, draconic fury explodes from you. Choose any number of creatures you can see in your aura. Each of those creatures must succeed on a Dexterity saving throw against your ki save DC or take 3d10 acid, cold, fire, lightning, or poison damage (your choice).

Reactions

Deflect Missiles. You can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + 19.

Legendary Actions

The greatwyrm can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The greatwyrm regains spent legendary actions at the start of its turn.

Claw. The greatwyrm makes one Claw attack.

Psionics (Costs 2 Actions). The greatwyrm uses Psychic Step or Spellcasting.

Psychic Beam (Costs 3 Actions). The greatwyrm emits a beam of psychic energy in a 90-foot line that is 10 feet wide. Each creature in that area must make a DC 26 Intelligence saving throw, taking 27 (5d10) psychic damage on a failed save, or half as much damage on a successful one.





Jharaasta

The most powerful of the Greatwyrms, Jharaasta was the commander of the Light of Siberys, Argonossen's military. His will unmatched, he became obsessed with destroying the Overlords, and he would have gone on a conquest to destroy Khorvaire to acheive this, if left unchecked.

Backstory: Over the millenia, Jharaasta was responsible for culling any mortals who would challenge the legacy of the Sovereign through the aquisition of their weapons. Eventually, Korvaxis and Taenarus had to seal him within Shavarath, in a similar method to an Overlord's binding. With the Red Greatwyrm being obsessed with absolutes and the thrill of battle, both feared an end to mortals on his path towards his goal. For thousands of years the denizens of the plane of war have fought him pointlessly. Any wielder of a Siberys mark or Sovereign weapon, be it NPC or Bloodsail, should fear his return

Jharaasta

Gargantuan Dragon, Lawful Good

Armor Class 22 Natural armor
Hit Points 533 (29d20 + 261)
Speed 70 ft., burrow 70 ft., swim 70 ft., fly 130 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	30 (+10)	21 (+5)	20 (+5)	26 (+8)

Saving Throws DEX +10, CON +18, WIS +13, CHA +16
Skills Intimidation +16, Perception +22, Stealth +10
Damage Immunities Fire
Condition Immunities Charmed, Frightened, Poisoned
Senses Truesight 120 ft, Passive Perception 31
Languages Common, Draconic
Challenge 28 (120,000 XP) **Proficiency Bonus** +8

Chromatic Awakening (Recharges after a Short or Long Rest). If the greatwyrm would be reduced to 0 hit points, its current hit point total instead resets to 425 hit points, it recharges its Breath Weapon, and it regains any expended uses of Legendary Resistance. Additionally, the greatwyrm can now use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 105,000 XP (210,000 XP total) for defeating the greatwyrm after its Chromatic Awakening activates.

Legendary Resistance (4/Day). If the greatwyrm fails a saving throw, it can choose to succeed instead.

Unusual Nature. The greatwyrm doesn't require food or drink.

Danger Sense. Jharaasta has advantage on Dexterity saving throws against effects that he can see, such as traps and spells. To gain this benefit, he can't be blinded, deafened, or incapacitated.

Reckless Attack. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Feral Instinct. You have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Relentless Rage. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Rage Beyond Death. While you're raging, having 0 hit points doesn't knock you unconscious. You still must make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points. However, if you would die due to failing death saving throws, you don't die until your rage ends, and you die then only if you still have 0 hit points.

Divine Smite. when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

Aura of Protection. Whenever you or a friendly creature within 30 feet of you must make a saving throw, the creature gains a +8 bonus to saving throws. You must be conscious to grant this bonus.

Inspiring Smite. Immediately after you deal damage to a creature with your Divine Smite feature, you can use your Channel Divinity as a bonus action and distribute temporary hit points to creatures of your choice within 30 feet of you, which can include you. The total number of temporary hit points equals 2d8 + your level in this class, divided among the chosen creatures however you like.

Actions

Multiattack. The greatwyrm makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 1d8 + 10) piercing damage plus 13 (2d12) force damage. (+1d6+10 if raging)

Claw. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 10) slashing damage. If the target is a Huge or smaller creature, it is grappled (escape DC 20) and is restrained until this grapple ends. The greatwyrm can have only one creature grappled this way at a time.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 19 (3d8 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 26 Strength saving throw or be knocked prone.

Breath Weapon (Recharge 5–6). The greatwyrm exhales a blast of energy in a 300-foot cone. Each creature in that area must make a DC 26 Dexterity saving throw. On a failed save, the creature takes 78 (12d12) fire damage. On a successful save, the creature takes half as much damage.

Lay on Hands. Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to 100

Cleansing Touch. You can use your action to end one spell on yourself or on one willing creature that you touch 8 times a day.

Bonus Actions

Rage. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor:

You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a +4 bonus to the damage roll. You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.

Zealous Prescence. As a bonus action, you unleash a battle cry infused with divine energy. Up to ten other creatures of your choice within 60 feet of you that can hear you gain advantage on attack rolls and saving throws until the start of your next turn.

Living Legend. you can empower yourself with the legends — whether true or exaggerated — of your great deeds. As a bonus action, you gain the following benefits for 1 minute:

- You are blessed with an otherworldly presence, gaining advantage on all Charisma checks.
- Once on each of your turns when you make a weapon attack and miss, you can cause that attack to hit instead.
- If you fail a saving throw, you can use your reaction to reroll it. You must use this new roll.

Once you use this feature, you can't use it again until you finish a long rest, unless you expend a 5th-level spell slot to use it again.

Reactions

Glorious Defense. When you or another creature you can see within 10 feet of you is hit by an attack roll, you can use your reaction to grant a bonus to the target's AC against that attack, potentially causing it to miss. The bonus equals your Charisma modifier (minimum of +1). If the attack misses, you can make one weapon attack against the attacker as part of this reaction, provided the attacker is within your weapon's range.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Legendary Actions

The greatwyrm can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The greatwyrm regains spent legendary actions at the start of its turn.

Attack. The greatwyrm makes one Claw or Tail attack.

Wing Attack (Costs 2 Actions). The greatwyrm beats its wings. Each creature within 30 feet of it must succeed on a DC 26 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The greatwyrm can then fly up to half its flying speed.

Arcane Spear (Costs 3 Actions). The greatwyrm creates four spears of magical force. Each spear hits a creature of the greatwyrm's choice it can see within 120 feet of it, dealing 12 (1d8 + 8) force damage to its target, then disappears.

Mythic Actions

If the greatwyrm's Chromatic Awakening trait has activated in the last hour, it can use the options below as legendary actions.

Bite. The greatwyrm makes one Bite attack.

Chromatic Flare (Costs 2 Actions). The greatwyrm flares with elemental energy. Each creature in a 60-foot-radius sphere centered on the greatwyrm must succeed on a DC 26 Dexterity saving throw or take 22 (5d8) fire damage.



What is a "Void Child"?

When the term "void child" was thrown around, at first it didn't make much sense, but as more and more has been revealled, their importance couldn't be any greater. Below are some requirements for a void child, like Vacia, to come into being, as well as some benifits they get.

Parodoxical Birth: When a creature is born, the recordkeepers in Daanvi create a file for the individual, which holds their ancestral lineage, relevant information, and mosst importantly, names of their parents. If a parent is missing from their records, which happens when they have not been born yet, Daanvi is unsure on what to do, and they are assigned a "void" lineage. This mostly occurs thanks to Xoriat, which is capable of transporting creatures to time periods they do not belong in. This has happened twice to the party's knowledge, when George helped conceive Vacia, and when Vyssil's egg was brought 40,000 years into the past.

Ancient Draconic: Void children are able to read and speak ancient draconic, which is the building block language of the universe, dead to modern civilization, including dragons and demons. This means that many ruins that predate the Age of Demons are only readable by void children.

Broken Origin: If you have the lineage of two different races, you may use all racial features from both

Unbdetectable Form: Divination and other scyring methods do not work of void children

Vacia of Korranburg

A rogue who met the NPC's during their adventures in Mabar, she quickly blew off any attempts at comrodary, establishing that she want sent by the bloodsails to assist for only a few days. What the party would soon learn was Vacia's complicated history, as well as her connections to the NPC's. On a path to find justice and punish those who took what family she has left away, her wrath is something the Bloodsails decided to invest trust and support into.

Backstory: During their time travelling adventures in Xoriat, the NPC's found themselves protecting Moralin's mother from a demonic invasion about 200 years in the past. George, seizing an opportunity, invited Moralin's mother into his mansion, and somewhat accidentally conceived a child with her. Once gone, as the NPC's jumped through time, Vacia would be born in short sucession after Moralin. The two would spend about a decade together, before two mysterious individuals used Vacia's family in a Mabarian ritual, leaving them with no memory of their daughter.

From this point onwards for the next 180 years, Vacia would find herself imprisoned by various groups, due to her unique status as a "Void Child". From the war prison of Dreadhold, to the planar prison of Daanvi, all the way until she was being kept under watch by the gnomes of Zilargo, each time she managed to escape due to some odd connection to the NPC's, without her knowing. Chyron would break out of Dreadhold after the Phoenix 13 subdued the storm in the Lhazaar Principalities, she'd escape from Daanvi with the Traveler's help during his release, and finally leave the constraints of Korranburg after the country of Zilargo was swallowed by Mabar.

Since then, The bloodsails helped her aquire her mark and weapon, and sent her off to assist the NPC's. What the NPC's did not realize until it was too late was that Vacia had signed up for a plot revolving around Sul Khatesh, who promised that if she was released, she would reveal to Vacia her parent's killers. Attempting to take her own life to release an Overlord, the NPC's had to subdue her.

Sovereign Weapon: Venom Whip, The Mockery

Siberys Mark: Shadow



Vyssilthar

First appearing to the Phoenix 13 as the info broker of Port Verge, Vyssil would quickly put stock in Emili,13, and the rest of their friends in hopes that she found the group she's been waiting for. Her history has been long and complicated, but the dragon has proven that no matter what, the world our heroes desire to create is one she wishes for as well.

Backstory: Born over 40,000 years ago, this void child would be raised by giants to question the authority of Argonossen. Somehow she witnessed the fall of that empire, and for the first time, but not the last, petrified herself, in hopes of waiting out history. During the age of elves and dragons, she would come into the world as a youth, finding other dragons, and hunting elves for sport. Once she helped the NPC's rescue a child Erandis from certain death by her people's hands, Vyssil decided to continue questioning the ways of the world. Joining the Bloodsails, she would be integral to their success, and upon Lhazaar dying, once again Vyssil decided to skip a couple thousand years. Now, captured by The Chamber due to her strange origin, she waits for rescue, from the only people she's put her faith in.

Vyssilthar Shadow-Seer

Gargantuan Dragon (Black Dragon, Sorcerer), Neutral Good

Armor Class 22 (natural armor)
Hit Points 313 (19d20 + 144)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	23 (+6)	21 (+5)	15 (+2)	20 (+5)

Saving Throws Dex +9, Con +13, Wis +9, Cha +12
Skills Arcana +19, Deception +19, History +19, Insight +16, Investigation +12, Perception +16, Persuasion +19, Stealth +16
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Common, Draconic, Aquan, Elven, Giant
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Amphibious. Vyssilthar can breathe air and water.

Legendary Resistance (3/Day). If Vyssilthar fails a saving throw, she can choose to succeed instead.

Magic Weapons. Vyssilthar's weapon attacks are magical.

Slippery Mind. Vyssilthar can't be targeted by any divination magic or perceived through magical scrying sensors. Additionally, if she fails an Intelligence, Wisdom, or Charisma saving throw against an effect that allows one or more subsequent saving throws to end the effect, Vyssilthar automatically succeeds on those subsequent saves.

Actions

Multiattack. Vyssilthar can use her Frightful Presence. She then makes three attacks: one with her bite and two with her claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) acid damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of Vyssilthar's choice that is within 120 feet of her and aware of her must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Vyssilthar's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). Vyssilthar exhales acid in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 67 (15d8) acid damage on a failed save, or half as much damage on a successful one.

Spellcasting. Vyssilthar casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 20):

At will: *detect magic, guidance, identify* (as an action), *message, prestidigitation, Nystul's magic aura*
3/day each: *animal friendship* (reptiles only), *arcane eye, clairvoyance* (as an action), *darkness, detect thoughts, insect plague, Leomund's secret chest, locate object, nondetection, tongues*
2/day each: *etherealness, globe of invulnerability, scrying* (as an action)
1/day: *plant growth, create or destroy water*

Bonus Actions

Change Shape. Vyssilthar transforms into a humanoid or beast that has a challenge rating no higher than her own, or back into her true form. Vyssilthar reverts to her true form if she dies. Any equipment she is wearing or carrying is absorbed or borne by the new form (Vyssilthar's choice).

In a new form, Vyssilthar retains her alignment, hit points, Hit Dice, ability to speak, proficiencies, Slippery Mind, Legendary Resistance, and Intelligence, Wisdom, and Charisma scores, as well as the Spellcasting action and this bonus action. Her statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Reactions

Heighten Spell (Recharges 5–6). When Vyssilthar casts a spell that forces a creature to make a saving throw to resists its effects, she can give one target of the spell disadvantage on its first saving throw made against the spell.

Legendary Actions

Vyssilthar can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Vyssilthar regains spent legendary actions at the start of her turn.

Detect. Vyssilthar makes a Wisdom (Perception) check.
Tail Attack. Vyssilthar makes a tail attack.
Wind Attack (Costs 2 Actions). Vyssilthar beats her wings. Each creature within 10 feet of her must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. Vyssilthar can then fly up to half her flying speed.
Shadows of Prophecy (Costs 3 Actions). Vyssilthar uses Spellcasting.

Ellywick
Cleric Changes: COMING SOON

Zekkor

Class Feature	Level	What's New
Lay on Hands	1	• Now a Bonus Action. • No longer affects diseases, but can be used on Constructs and Undead.
Spellcasting	1	• Paladins have access to spellcasting from level 1 now. • Number of prepared spells is a fixed number listed in the Paladin table.
Weapon Mastery	1	• Choose two weapons you're proficient with. You gain use of their mastery properties. • May change your chosen weapons each Long Rest.
Fighting Style	1	• Fighting Styles are now feats, and some have seen minor tweaks. • Blessed Warrior from *Tasha's Cauldron of Everything* has been made a default option.
Paladin's Smite	2	• Always have the *Divine Smite* spell prepared. • Can be used with Unarmed Strikes. • Now requires a Bonus Action, which you can take immediately after hitting a creature with an attack.
Channel Divinity	3	• Can be used twice before Short or Long rest. • The Paladin's Divine Sense feature is now a part of Channel Divinity.
Faithful Steed	5	• Always have *Find Steed* prepared, which you can cast once per Long Rest without using a spell slot.
Abjure Foes	9	• Use Channel Divinity to potentially cause a number of creatures equal to your Charisma modifier to become **Frightened** of you. • While Frightened this way, they can only use limited actions.
Aura of Courage	10	• If an ally with the **Frightened** condition enters your aura, the condition no longer has any effect.
Radiant Strikes (previously Improved Divine Smite)	11	• Now works with Unarmed Strikes.
Restoring Touch	14	• Spend 5 Hit Points from your Lay on Hands pool to remove selected conditions. • Can remove multiple conditions by spending more points.
Epic Boon	19	• Choose one Epic Boon feat, or another feat of your choice.

Moralin

Class Feature	Level	What's New
Weapon Mastery	1	• Choose two weapons you're proficient with. You gain use of their mastery properties. • May change your chosen weapons each Long Rest.
Thieves' Cant	1	• Now also grants an additional language proficiency.
Rogue Subclass	3	• **Arcane Trickster:** Upon level up, can swap out a cantrip. Versatile Trickster can Trip enemies instead. • **Assassin:** Iconic features are easier to trigger. Greater focus on poisoning and impersonating others. • **Soulknife:** Psychic Blades have the Vex mastery property. • **Thief:** Activate magic items as a Bonus Action and remain hidden after attacking. Use Magic Device changed.
Steady Aim	3	• Unchanged from *Tasha's Cauldron of Everything* but now a base class feature.
Cunning Strike	5	• Trade Sneak Attack damage die for one of three effects: Poison, Trip, or Withdraw.
Reliable Talent	7	• Moved from level 11.
Improved Cunning Strike	11	• Use two Cunning Strike options at once.
Devious Strikes	14	• Adds additional Cunning Strike options. • Render an enemy **Unconscious**, **Blinded**, or limit their action economy.
Blindsense	14	• Removed
Slippery Mind	15	• Now grants proficiency in Wisdom *and* Charisma saving throws.
Epic Boon	19	• Choose one Epic Boon feat, or another feat of your choice.
Stroke of Luck	20	• When you use this feature on a missed attack roll, the result is now considered a Critical Hit.

Falconhoof
Druid Changes: COMING SOON

George

Class Feature	Level	What's New
Eldritch Invocations	1	• Can now select one invocation at level 1. • The former Pact Boons are now Invocations. Can select one at level 1. You are no longer limited to just one as you level up. • You gain more invocations, and at earlier levels. • Cantrip buffing invocations can be chosen for other cantrips than *Eldritch Blast*. • Invocations are not fueled by spell slots, with one exception. (see below)
Magical Cunning	2	• Once per Long Rest, complete a 1-minute ritual to restore half of your maximum Pact Magic spell slots. • Restores all Pact Magic spell slots at level 20.

Bard Changes: COMING SOON

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Artificer Changes: COMING SOON